

In this puzzle, letters correspond to a unique twist of a cube face/middle, which solvers need to establish the mapping of.

Each scrambled cube is arrived at by a series of twists starting at a solved cube, and performing a series of twists defined by the word below the cube (first letter twist followed by the second letter, etc.). Each word however has one extraneous letter that is not used to arrive at the scrambled cube state.

These unused letters are unique and comprise the entire alphabet. Reordering the words by the unused letters and reading the first letter of the words spells out the answer to this part of the puzzle: “APPLY ALL METAS IN ORDER Y O W R G B”.

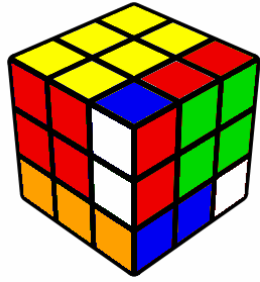
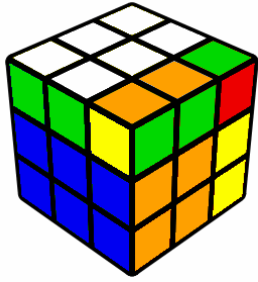
The ‘answer’ is of course an instruction on what to do next, which is to use the letter/twist mappings solved for in this puzzle on a solved cube with the answers to the Yellow/Orange/White/Red/Green/Blue metas in that order. Once at this state one can proceed to the final Rubik meta.

Notation: While staring at the face color in question perform the specified move (CW=clockwise, CCW=counter-clockwise, half=half-turn).

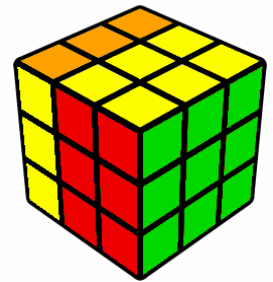
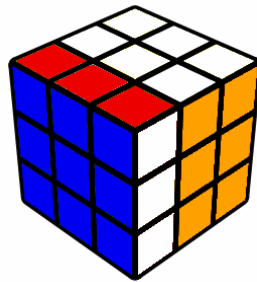
For */* mid layers, CW/CCW follows that of first color (i.e. r/w/g).

	CW	half	CCW
red	T	B	E
r/o mid	Q	Y	J
orange	S	M	L
white	A	P	F
w/y mid	V	O	X
yellow	R	Z	I
green	C	W	U
g/b mid	D	K	
blue	G	N	H

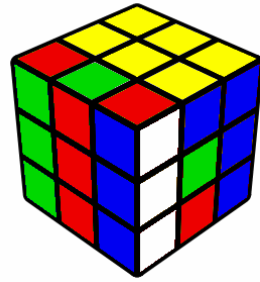
Underlined letters in each word are the unused ones.



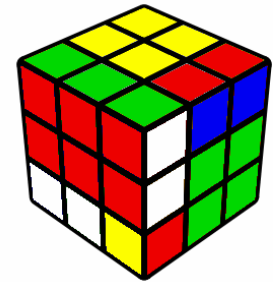
AFRICA



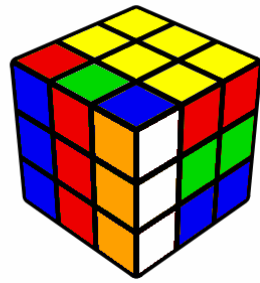
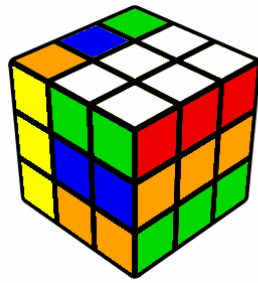
DRUNK



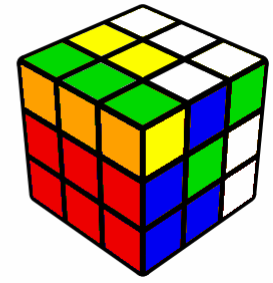
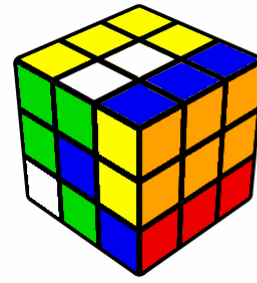
AMAZE



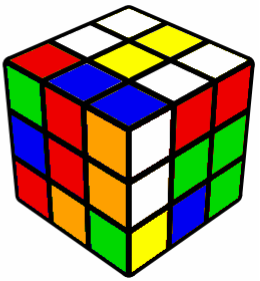
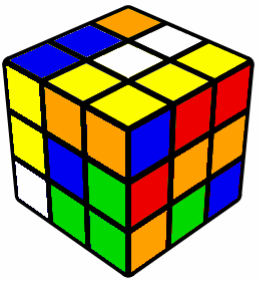
EJECT



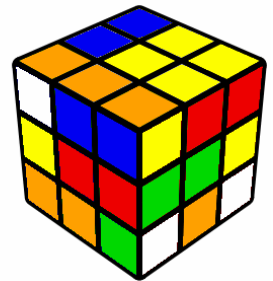
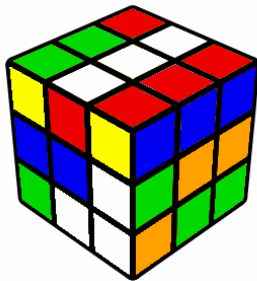
AXLE



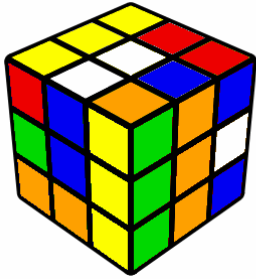
ENJOYS



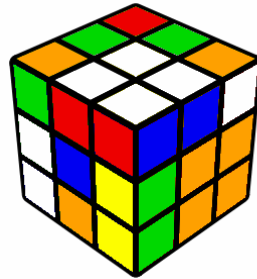
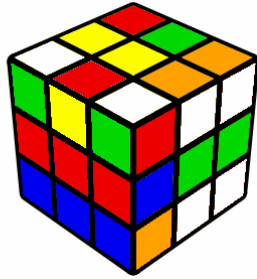
BRONZE



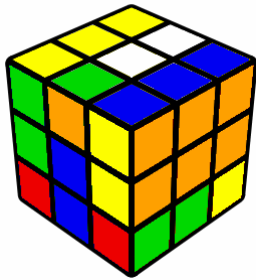
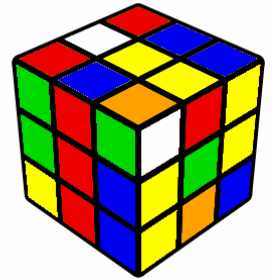
GALAXY



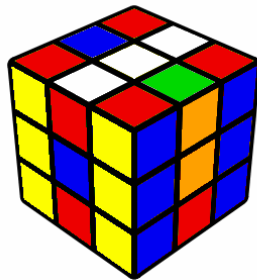
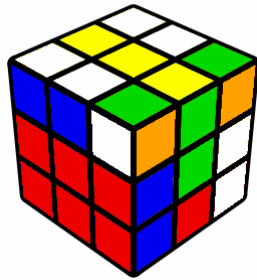
INQUIRE



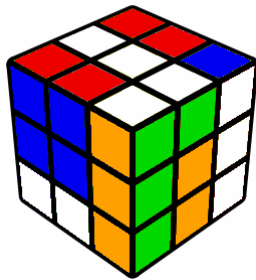
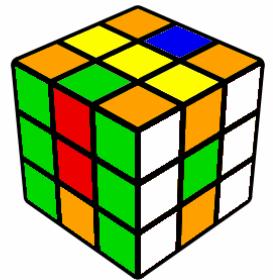
MISFIT



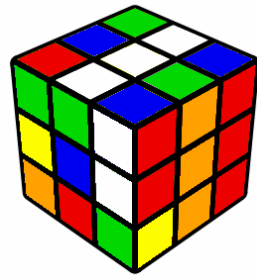
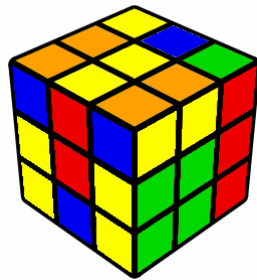
LADY



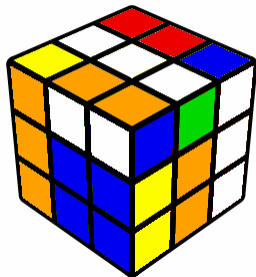
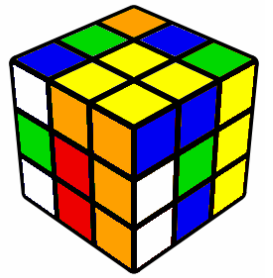
NOVEL



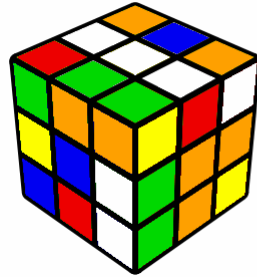
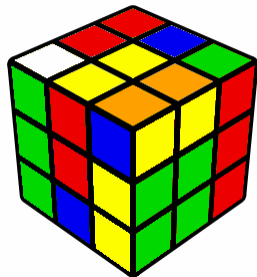
LAUGH



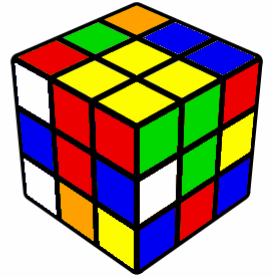
OLIVER

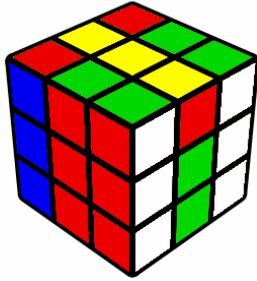
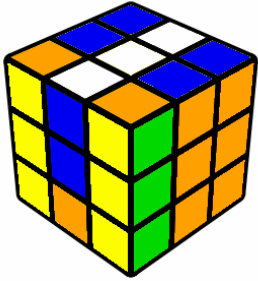


LAUGH

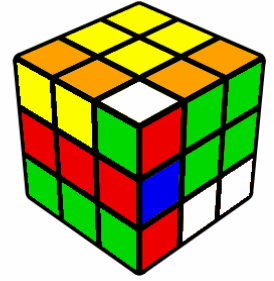
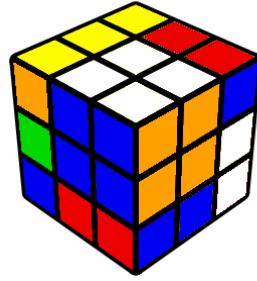


OVERLAP

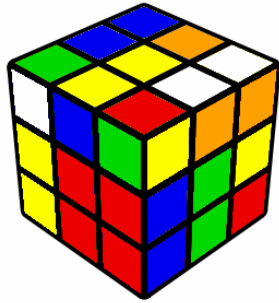
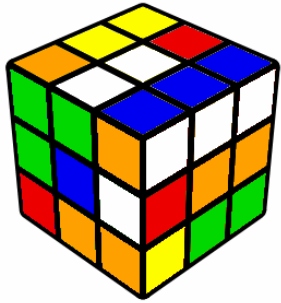




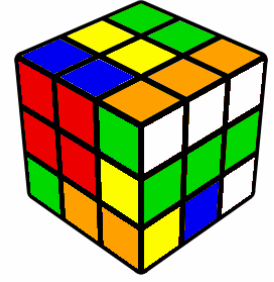
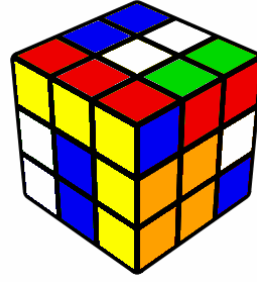
PROBLEM



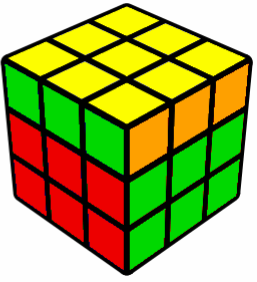
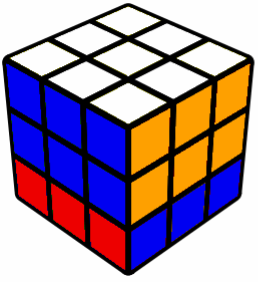
REQUIRE



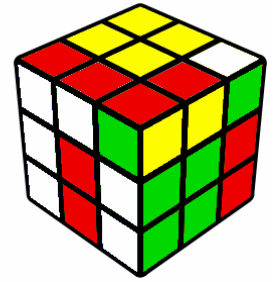
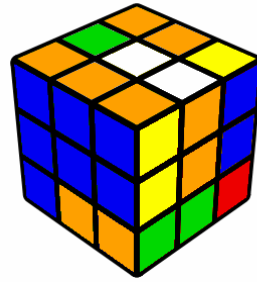
PUBLIC



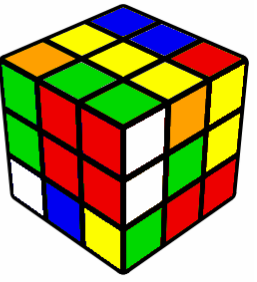
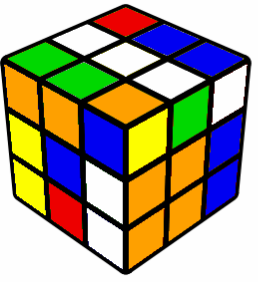
STUMP



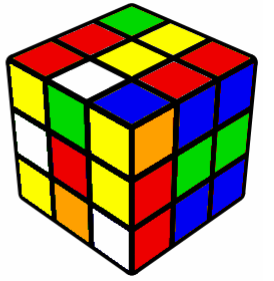
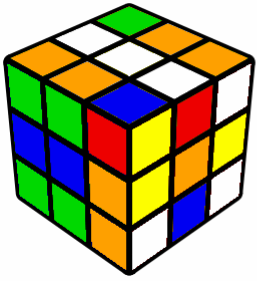
RAFT



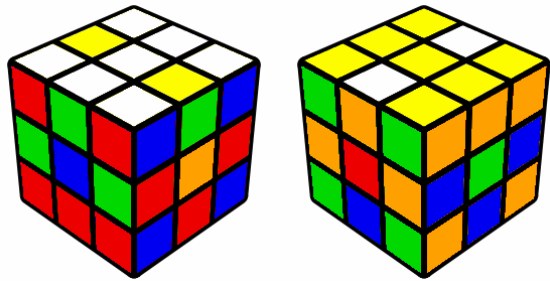
THICK



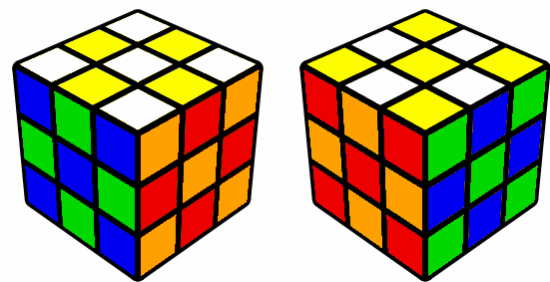
RELAX



WINDO



YAKUZA



YOKE