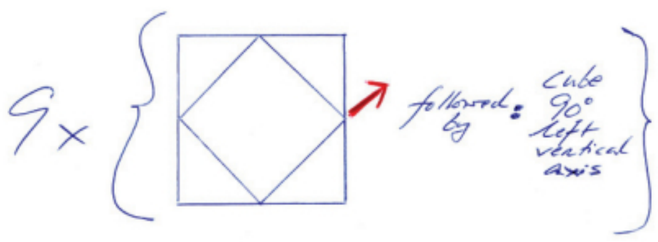
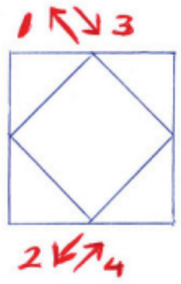
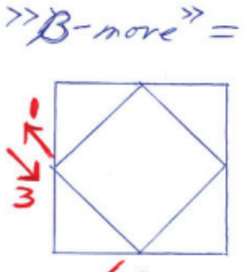
»G-move« = ALL turns 1/3

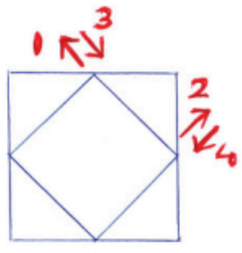


»A-move« =



»B-move« =





»C-move« 5

NB!
The »2(A180A)-move (please see separate sheet) will turn the left and bottom pyramids 180° and leave everything else unchanged

L and R-moves

The only difference between them is here

L = 180 vertical axis

R = tip away 90 lateral axis

»G-move« ⇒ L = 180 vertical axis ⇒ 3B+3C turns 2(A-180-A) ↑ vertical axis

Function of L and R moves memory aid =

» The left move moves the left
The right move moves the right »

(please see next page! ⇒⇒)

Follow-up memory aid to set up L_2 and R_2 =

After cube 180 vertical axis, tip the cube L/R 90 along the longitudinal axis :–

» tip 90 L for L_2
tip 90 R for R_2 »

Then perform L and R respectively

To run through the 12 solutions in the most orderly possible way, start with any solution and then perform

L L R R L L R L R_2 L_2 R_2

OR

R R L L R R L R L_2 R_2 L_2

As you can see, in both cases there are 11 transitions, which is the fewest possible

⇒⇒ = the "left and right moves" change the left and right faces of the octahedron "surrounding" the 2LF and 2URF reference corners of the skewb/cube (from previous page)

Possible states of the 2ST×(2SS) once the 2ST(2SS) portion is solved

If the outer "slopes" of the 3 "valleys" surrounding a (cube/skewb) corner are all the same colour – in which case the same must be true of the diametrically opposed corner – then that "internal axis" is correct.
If this is the only axis that is correct then the WTX is in »state 1«.
The only other alternatives are »state 4« = all four internal axes are correct = the WTX is solved, or »state 0« = no internal axes are correct; there is obviously no such thing as »3 axes correct« (= »1 axis wrong«...??), or even 2 axes correct, in this case
If the WTX is in »state 1«, place one of the corners of the correct axis in the upper right position and then apply L or L_2 to solve (in one move), or use the upper left position and then apply R or R_2; the choice between L and L_2 and between R and R_2 depends upon which end of the axis you have in the upper right/left

To the left below we have the results of an actual run through the 12 solutions of the 2ST-portion of a 2STX (with R, B, G and Y-colored faces on the octahedrons), starting arbitrarily from Y-B on the top left-top right faces; on the right we have a discussion on how to solve the 2WTX from a »0-state«

Solution	State
YB	1
+L ⇒ GB	1
+L ⇒ RB	0
+R ⇒ RY	1
+R ⇒ RG	1
+L ⇒ BG	1
+L ⇒ YG	0
+R ⇒ YR	1
+L ⇒ BR	0
+R_2 ⇒ BY	1
+L_2 ⇒ GY	4
+R_2 ⇒ GR	1

The 1:3:8 proportion of state will be the same for any WTX (or SSX)
To solve from an »0-state«, simply apply L or R from any direction: this will always lead to a »1-state«!
The reason this works is because none of the »0-state« or the »4-state« can be transformed into any of the others in less than two L and/or R moves*, so if one applies a single L or R move, from no matter what direction, the cube has »nowhere to go« but into a »1-state«!
* Since the »0-state« and the »4-state« are all interrelated through 180° moves around the vertical, longitudinal and lateral axes

>> PRESENTATION OF WTX/SSX