

Void Cube Basics

ボイドキューブ *Boido Kyūbu* Void Cube – Designed by Katsuhiko Okamoto



<http://puzzle3d.hp.infoseek.co.jp/voidcube.html>

Solving Void Cube Parity



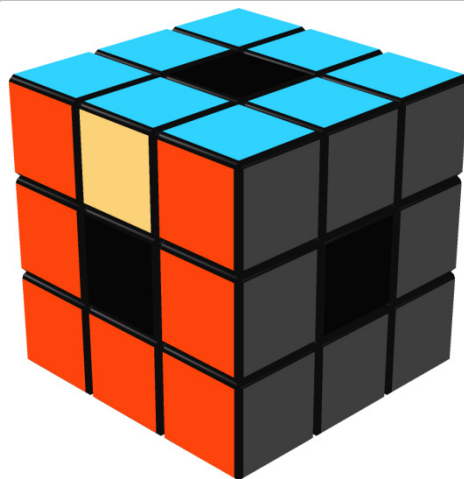
Numbered Void Cube: Solved State



Numbered Void Cube: Nearly Solved State – Parity Error



Void Cube: Solved State
Parity Algorithm



Void Cube: Nearly Solved State – Parity Error
(ML2 F2 ML' B2 U ML' U' F2 U ML2 U' B2 U ML' U')



One 4-cycle of centers (odd parity) + One 4-cycle of edges (odd parity) = cube solved (even parity)