

Early Cubing

The Rubik's cube was invented in 1974 by Ernő Rubik. It began to gain popularity after 1980 when it was patented for the United States and was acquired by the Ideal Toys company; renaming it to the Rubik's Cube we know today. The patent expired in the year 2000 and more variations and speedcubes started appearing.

Nowadays

The speedcubes started to gain popularity in the 2010s. The speedcubes featured squared corners that are actually round on the insides to enhance corner-cutting but prevent corner-twists. The speedcubes also had round edges and center that helped turn fast. The speedcubes also had an adjusting feature for the center that made it easier to adjust than getting all the springs to the right positions. They also had "Core Magnets" and "Maglev"(Magnet-Levitation instead of springs), and a bunch more magnets in the cube.

Competitions

There are competitions that first started in the 1980s but nowadays have way more events and are called "Speedcubing Competitions" and not just "Cubing Competitions". They have evolved from comps with 1 event with Rubik's Cubes to comps with all sorts of cubes from 3X3s~7X7s to specialty puzzles, such as the Clock and Pyraminx. These competitions have all sorts of solving methods like "One-Handed" and "Fewest Moves". Almost all these competitions are hosted by WCA; founded by Ron van Bruchem and Tyson Mao on the 18th of October, 2004.

How the Cube Works

The Rubik's Cubes work with a mechanism that interlocks with each other. They have edge and corner pieces and are held together by the core interlocked with the center piece. But a speedcube is quite different. Even though they have the same pieces, they have core magnets and maglev and other different stuff that make it better. The speedcubes are way faster than the Rubik's Cubes because they have different mechanisms. Here are pictures comparing them:

