# YOU CAN DO
# THE RUBIK'S
MASTER
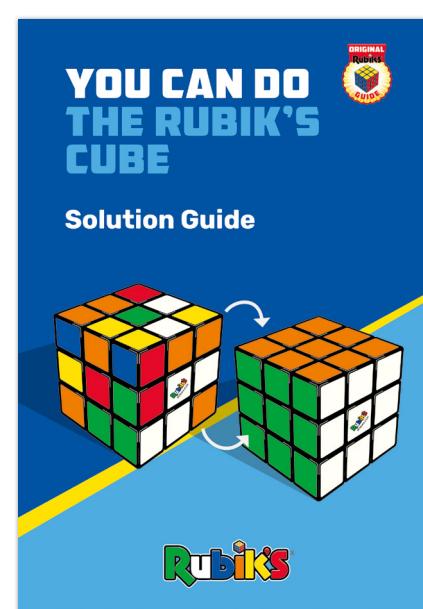
Solution Guide
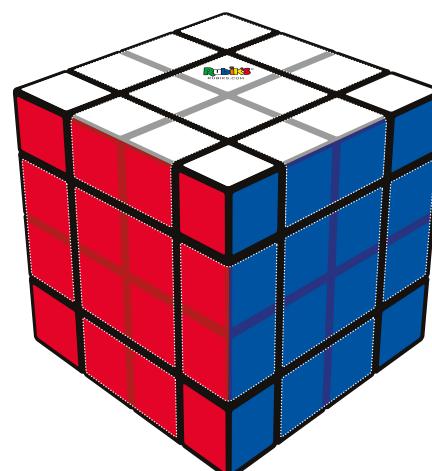
Rubik's®

HOW TO USE THIS GUIDE

- Before learning to solve the Rubik's Master, you should be proficient at solving the Rubik's Cube (original 3x3). Throughout this guide please reference the Rubik's Cube (3x3) guide.
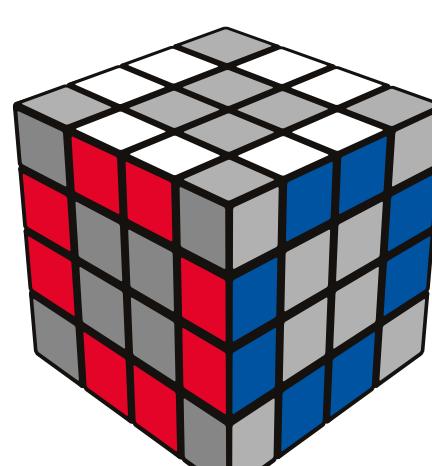
- Once you group the centers and pair the edges, you will be solving the Rubik's Master like the Rubik's Cube using the layered method. After you learn this method, you can add speed cubing moves when you are ready.

- Throughout the guide you will see this symbol to indicate helpful tips. Take the time to read the tips closely.
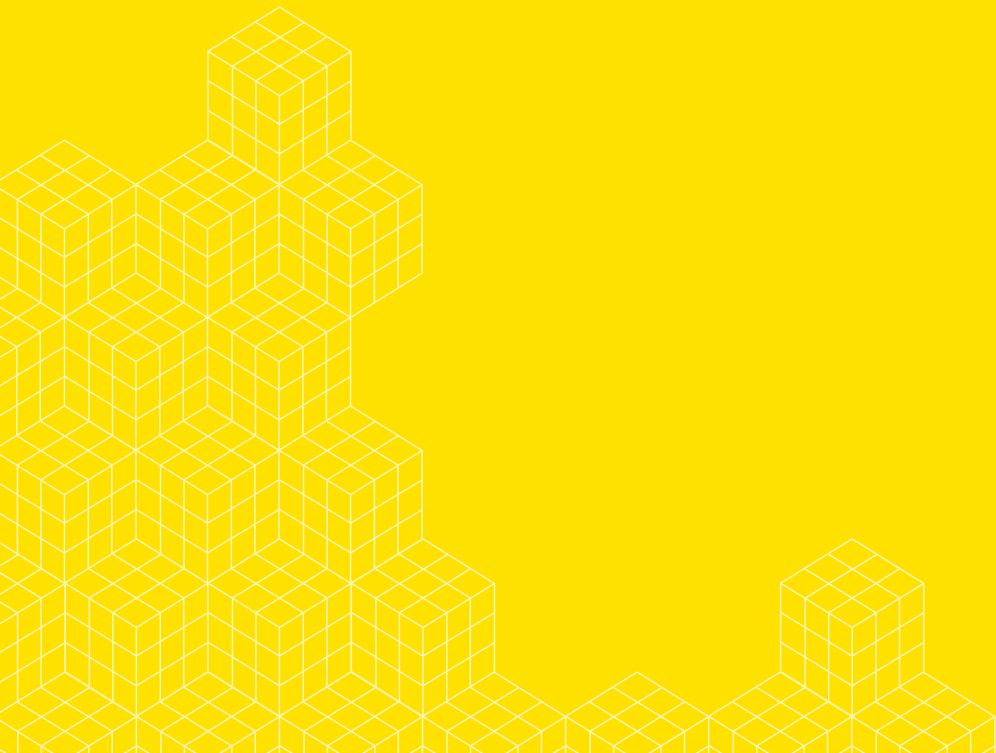
- The gray areas on the Rubik's Master mean that at the stage you are working on, the color of the gray pieces doesn't matter.

TIPS FOR SUCCESS

- Mindset is critical - learning to solve the Rubik's Master is difficult but if you persevere, you CAN solve the Rubik's Master.

- Keep the Rubik's Master on a table to maintain the same front face for an entire algorithm (sequence of moves).

- Think of the algorithms as moving a piece out of the way, setting up its correct position, and then moving the piece into place.

- Solve one step at a time by re-scrambling your Rubik's Master and practicing multiple times before moving on to the next step.

- Use this guide along with the videos on Rubiks.com showing each solving stage.

GET TO KNOW YOUR RUBIK'S MASTER

- Like the Rubik's Cube, the Rubik's Master is made up of edge, corner, and center pieces.

- Both puzzles have 8 corner pieces, however the Rubik's Master has 24 center pieces instead of 6, and 24 edge pieces instead of 12.

- Unlike the Rubik's Cube, there is not a fixed center piece to indicate the color of each face when the Rubik's Master is solved.

- The color layout is found through observations of the corner pieces, or by knowing that the Rubik's Master follows a certain color layout:
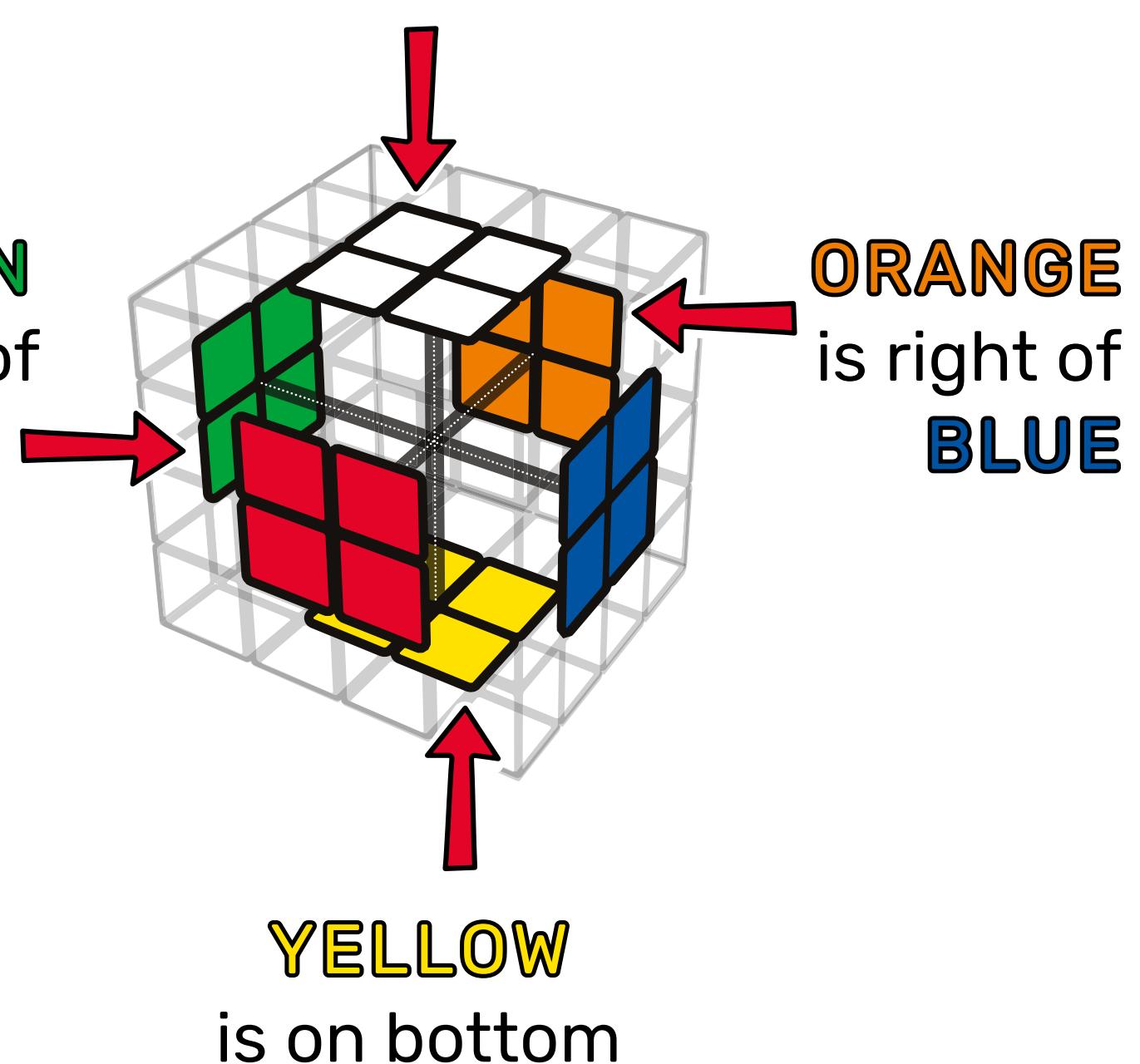
WHITE opposite YELLOW
RED opposite ORANGE
BLUE opposite GREEN

When WHITE is on top, RED is to the left of BLUE and...

Notice the order of the colors, as shown in the image below:

GREEN is left of RED

ORANGE is right of BLUE

YELLOW is on bottom
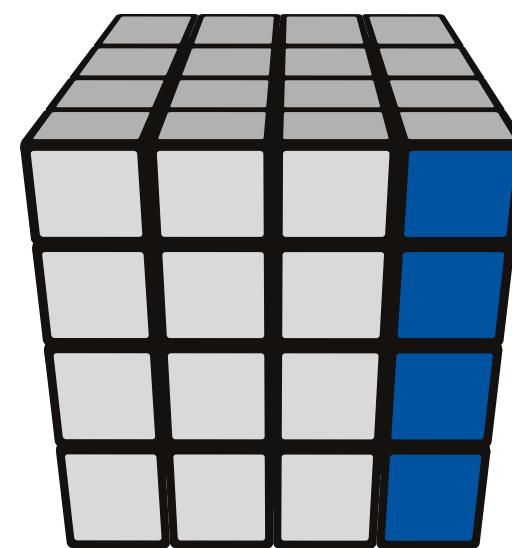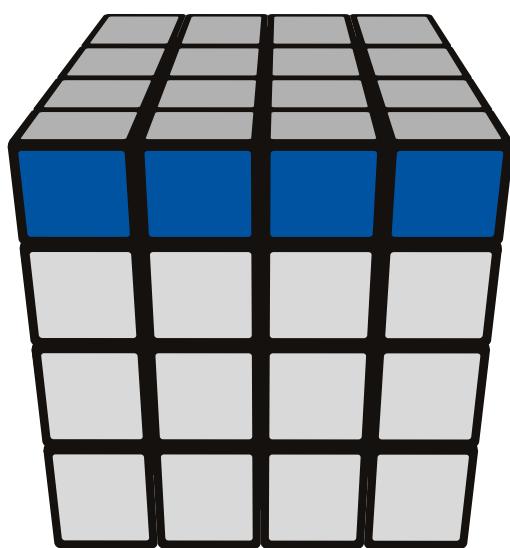
- Each move is a ¼ turn.

- An ALGORITHM is a sequence of moves that you need to do in a specific order.

- When following the algorithms in this guide, it is important to maintain the FRONT face of your Rubik's Master so it remains the FRONT through all of the turns.
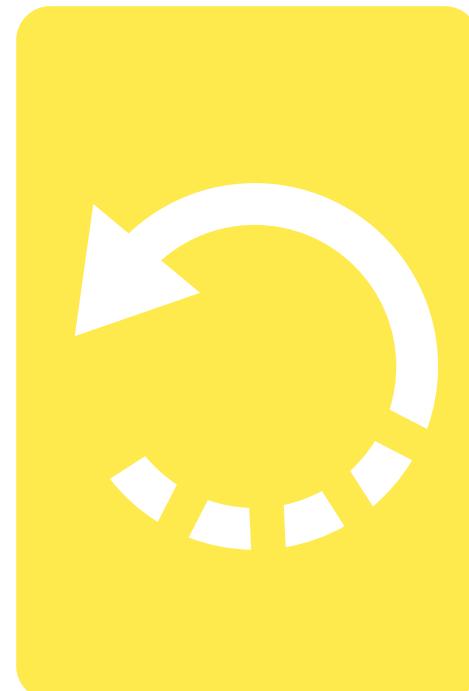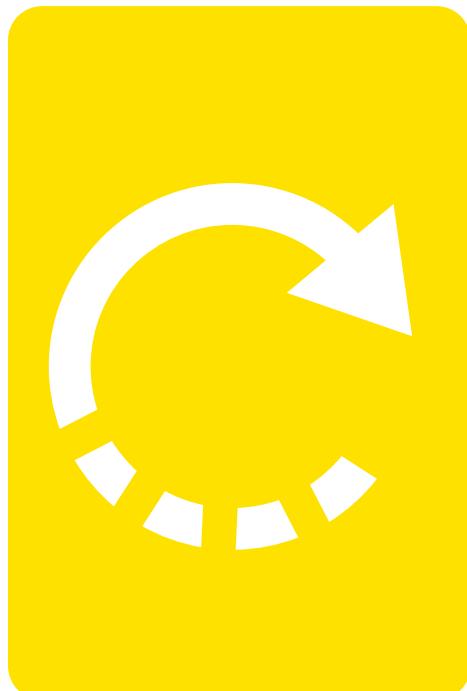
- If there is a 2 after the letter, then make that turn twice.

F2 = **F** **F**

- A turn is clockwise when looking at that face directly. A letter with an apostrophe (') after it means to make an inverse or counterclockwise turn of the face.

F   **F'**
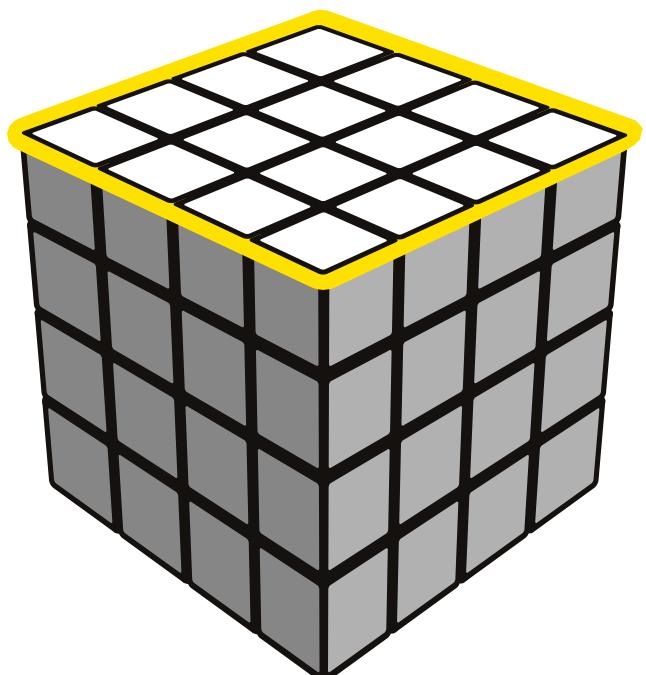
GET TO KNOW YOUR RUBIK'S MASTER

FACE KEY
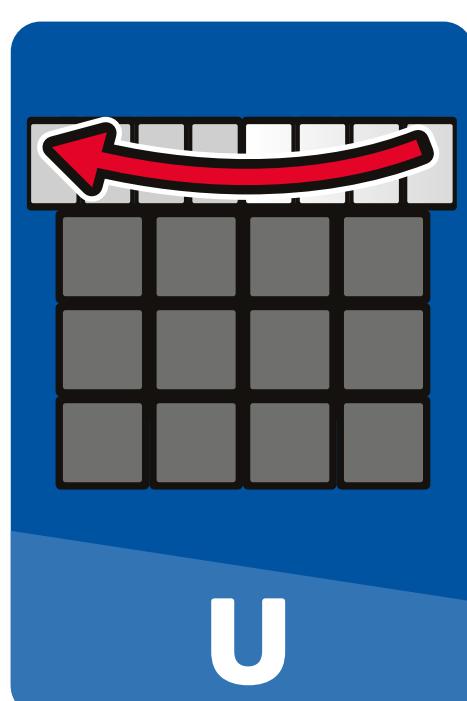
You probably know these faces.

U =
UP FACE

ALGORITHM KEY

Face turns:

U

U'
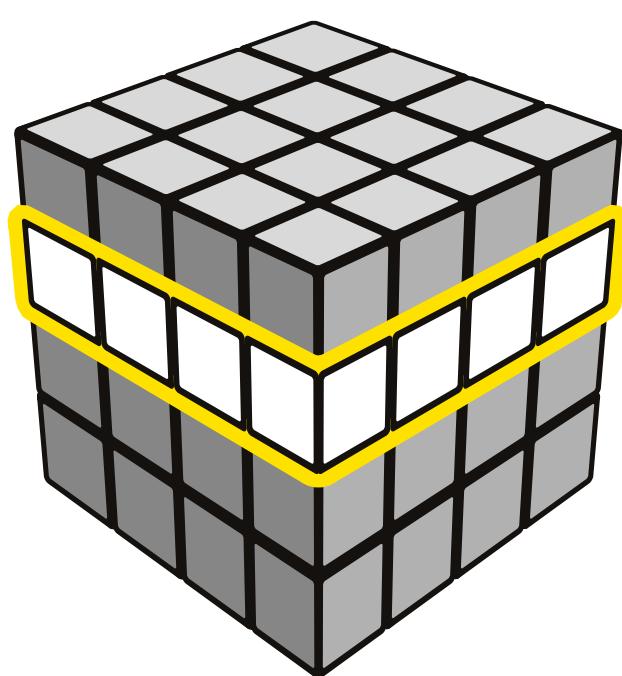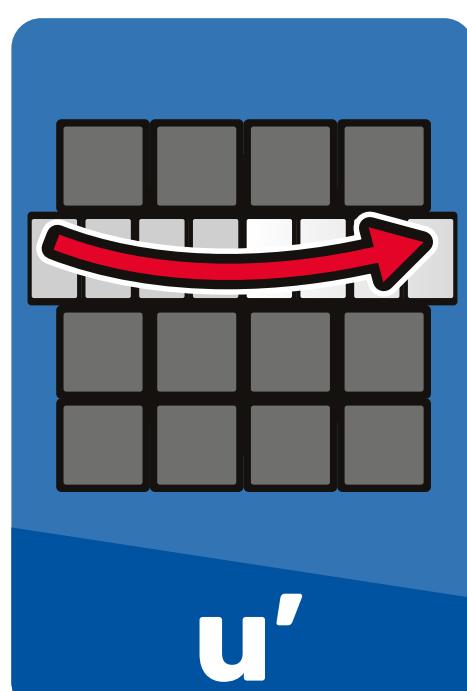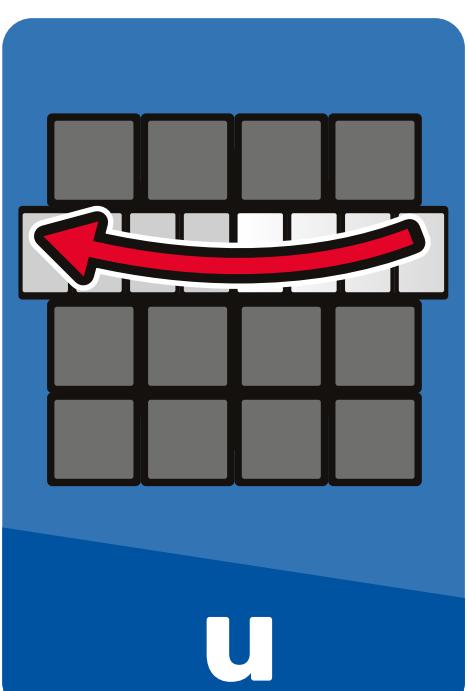
SLICE KEY

Here is how we refer to the inside "slices".

u =
INSIDE UP

ALGORITHM KEY
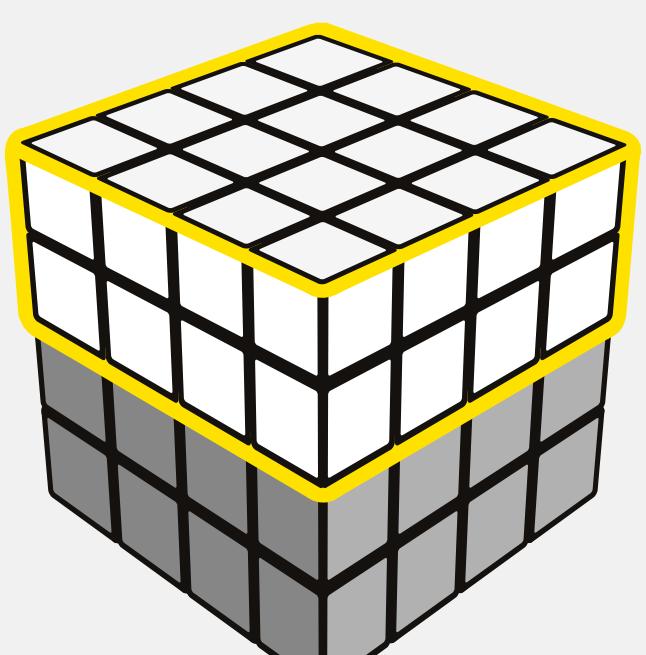
Slice turns:

u

u'
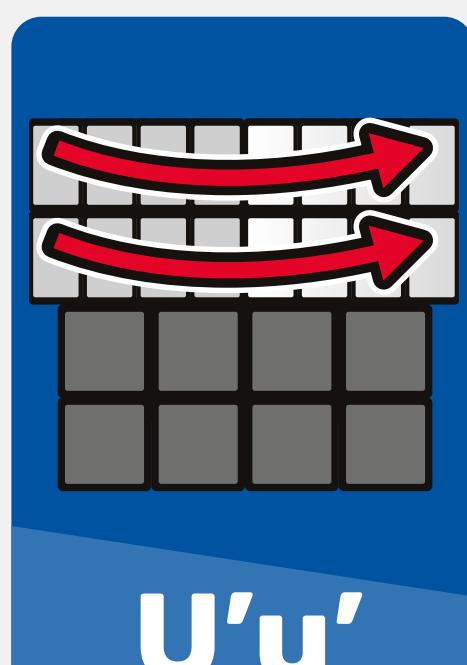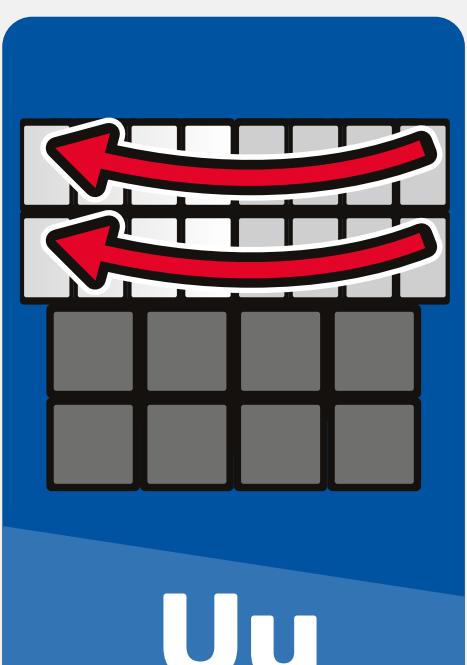
FACE AND SLICE KEY

If there are two letters then turn the face and the slice as one piece.

Uu =
UP FACE & INSIDE UP

ALGORITHM KEY

Uu

U'u'
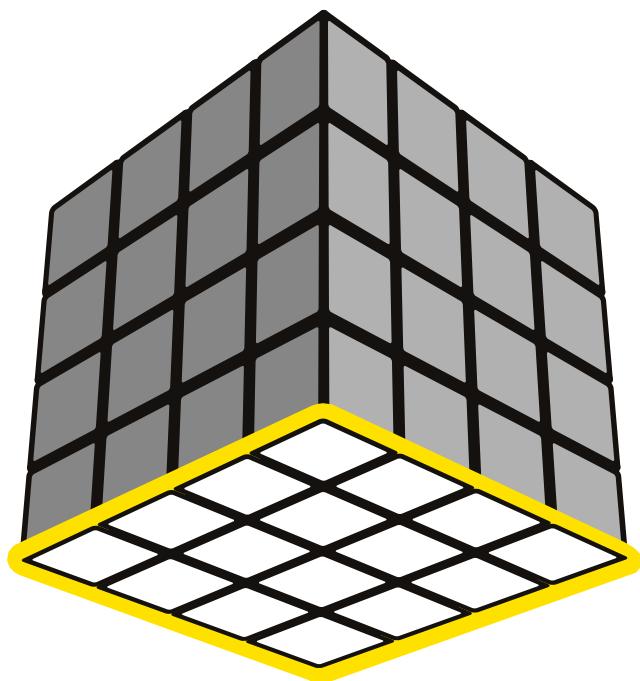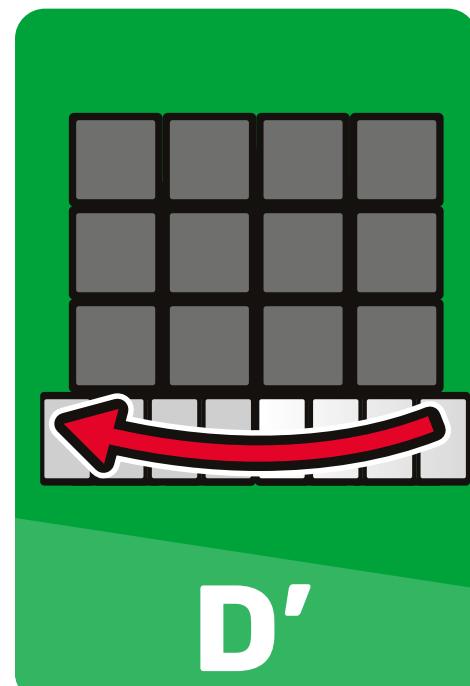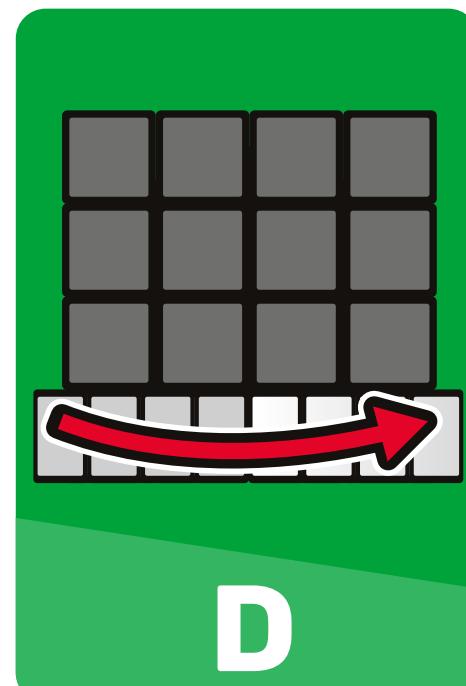
FACE KEY
You probably know these faces.

D =
DOWN
FACE

ALGORITHM KEY
Face turns:

D **D'**
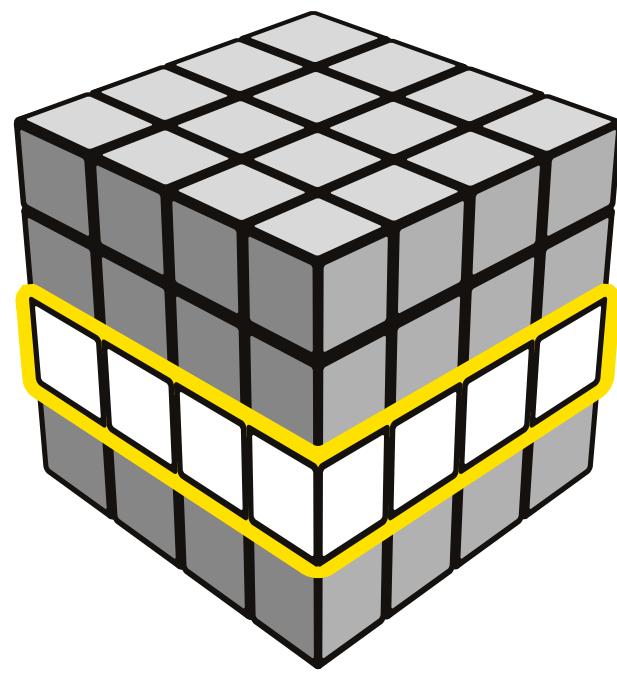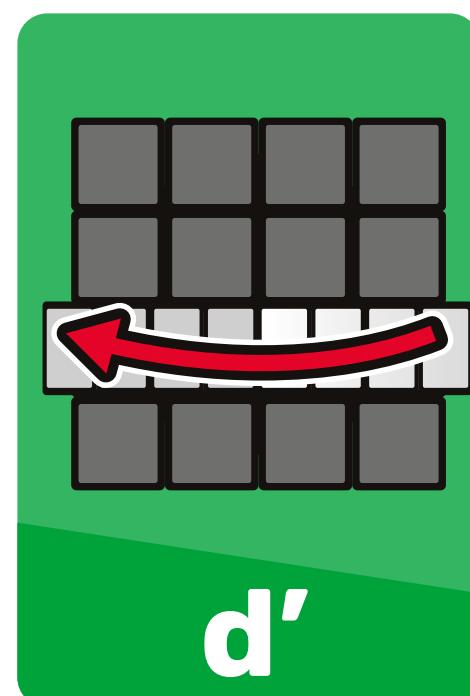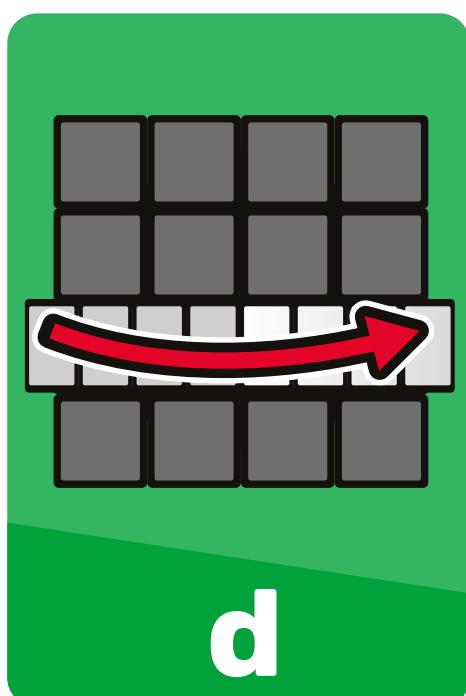
SLICE KEY
Here is how we refer to the inside "slices".

d =
INSIDE
DOWN

ALGORITHM KEY
Slice turns:
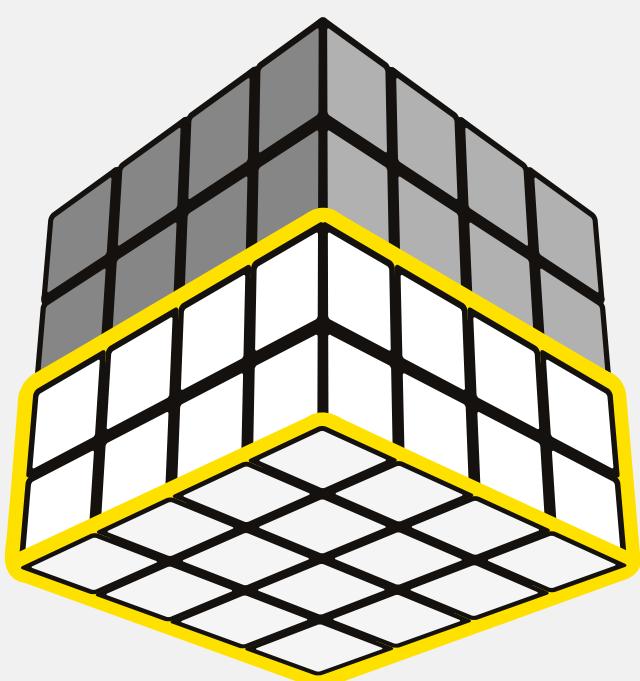
d **d'**
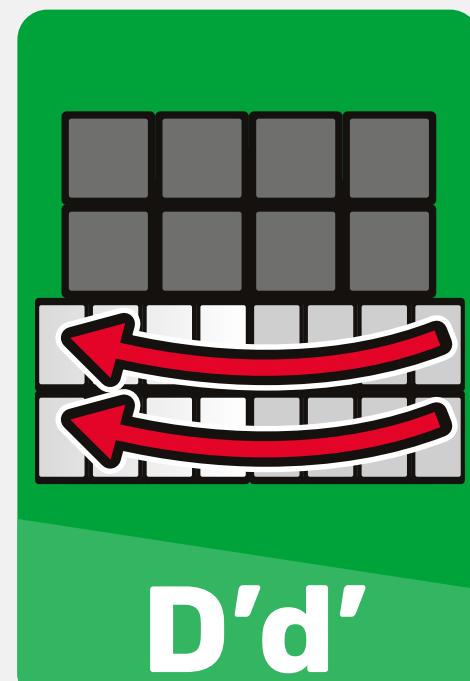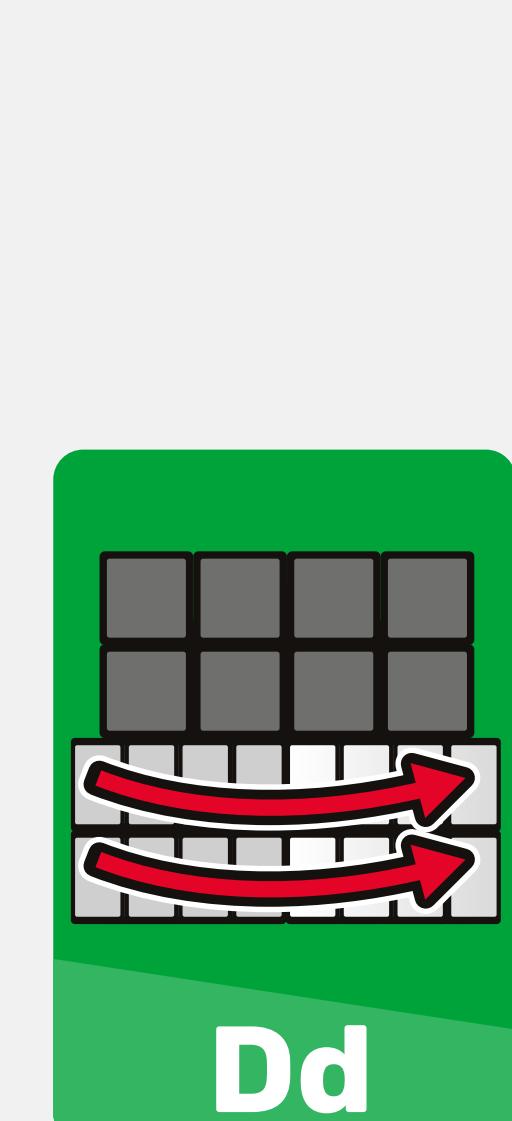
FACE AND SLICE KEY
If there are two letters then turn the face and the slice as one piece.

Dd =
DOWN
FACE &
INSIDE
DOWN

ALGORITHM KEY

**Dd** **D'd'**
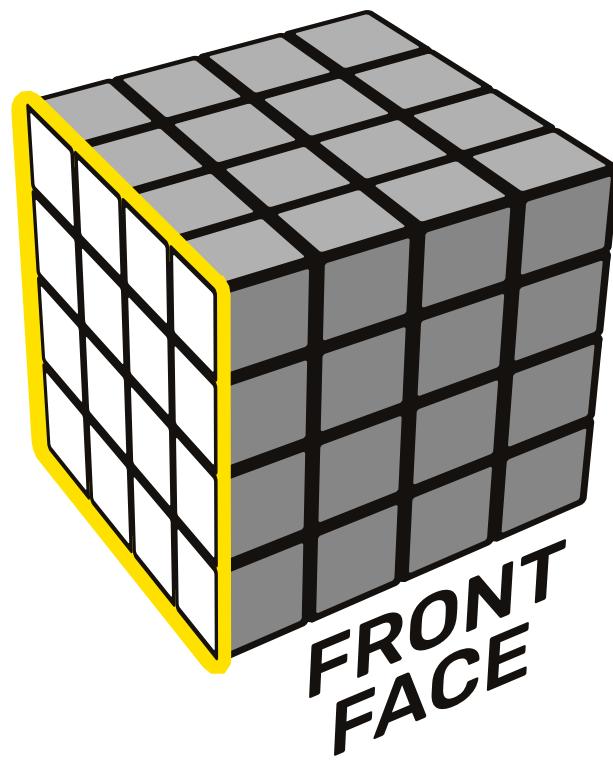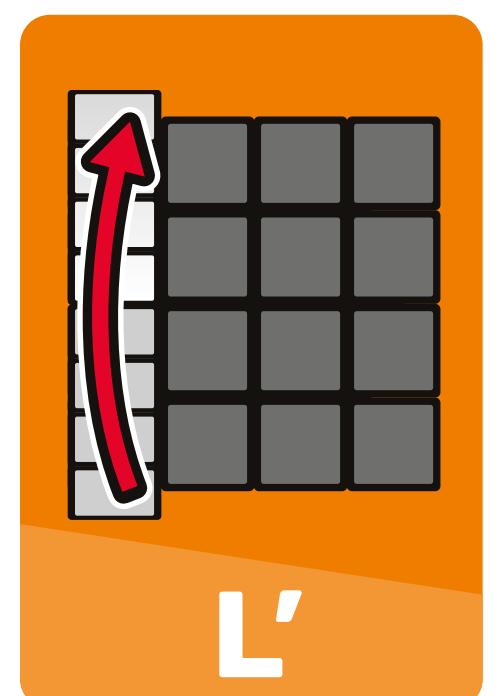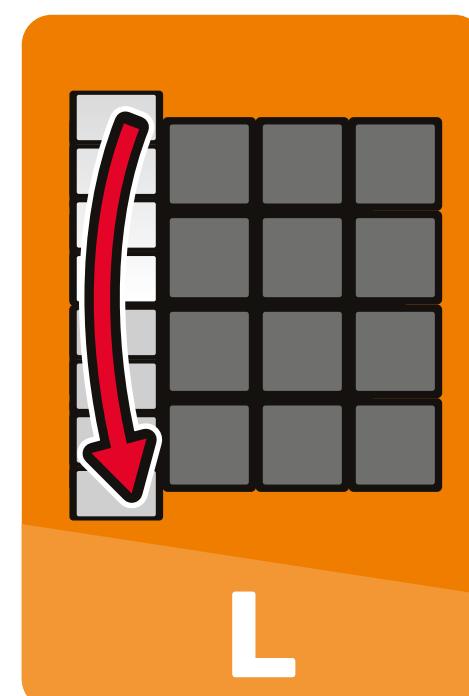
FACE KEY

You probably know these faces.

L = **LEFT FACE**

FRONT FACE

ALGORITHM KEY

Face turns:

L   **L'**

....
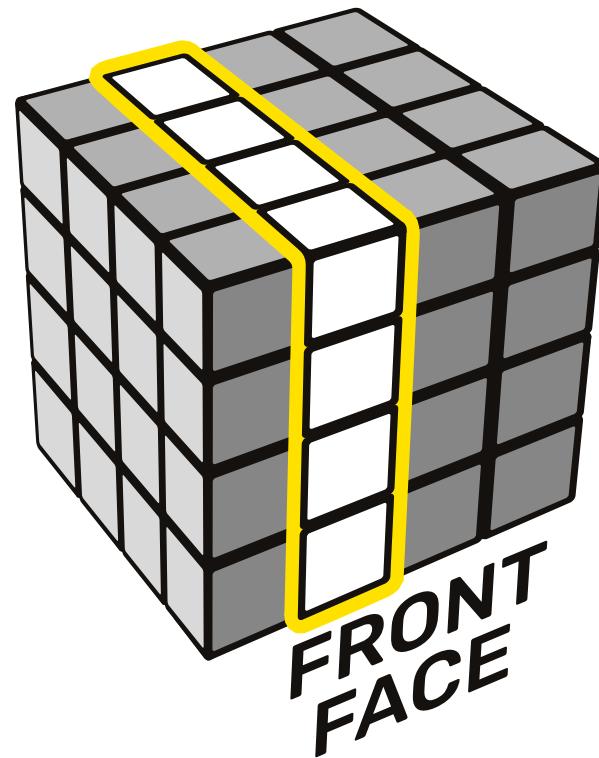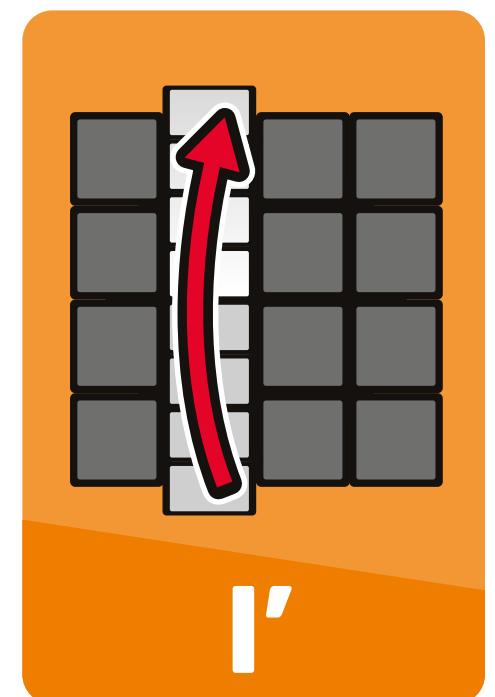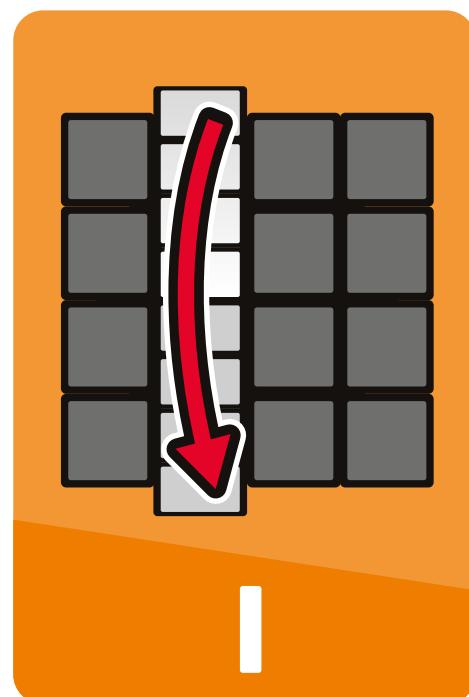
SLICE KEY

Here is how we refer to the inside "slices".

I = **INSIDE LEFT**

FRONT FACE

ALGORITHM KEY

Slice turns:

I   **I'**
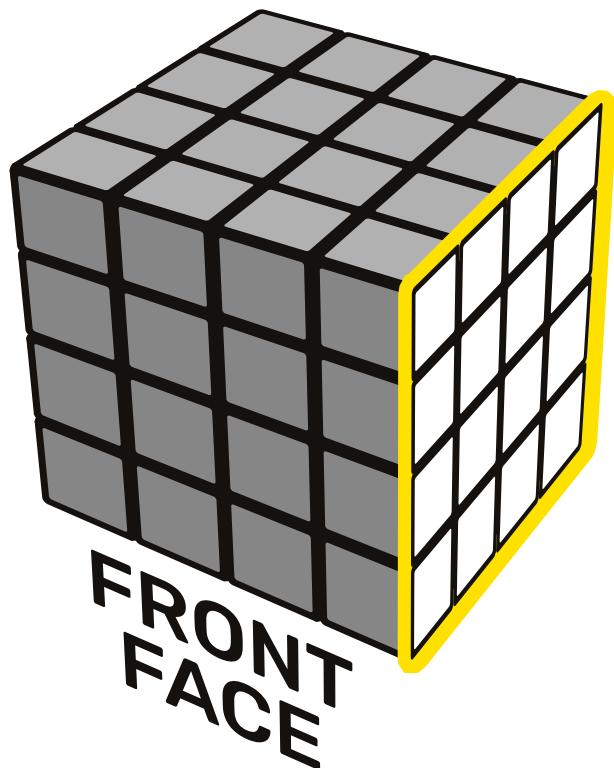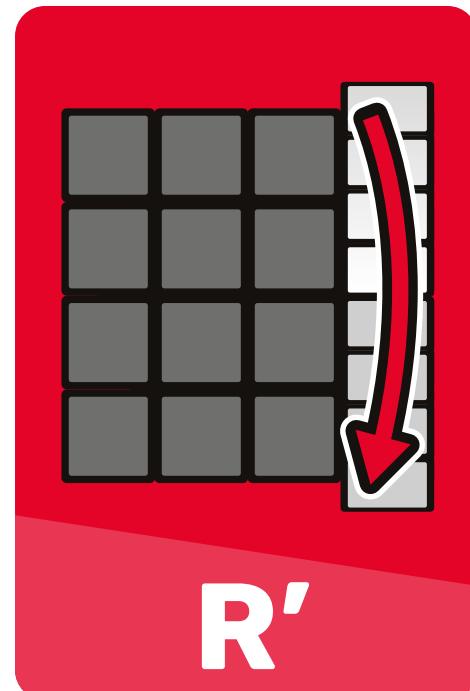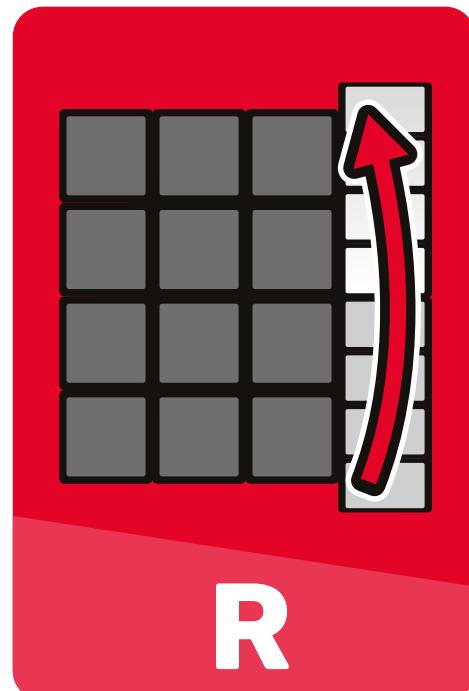
FACE KEY

You probably know these faces.

R = RIGHT FACE

FRONT FACE

ALGORITHM KEY

Face turns:

R

R'

. . . .
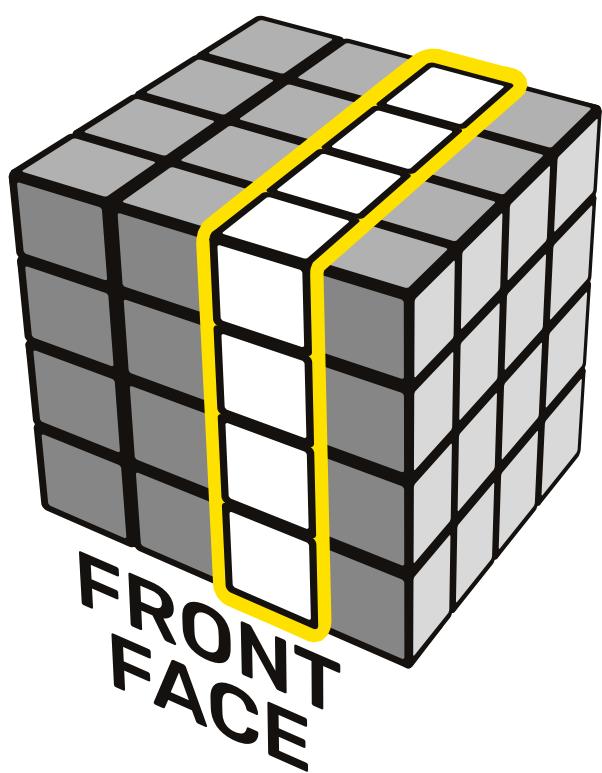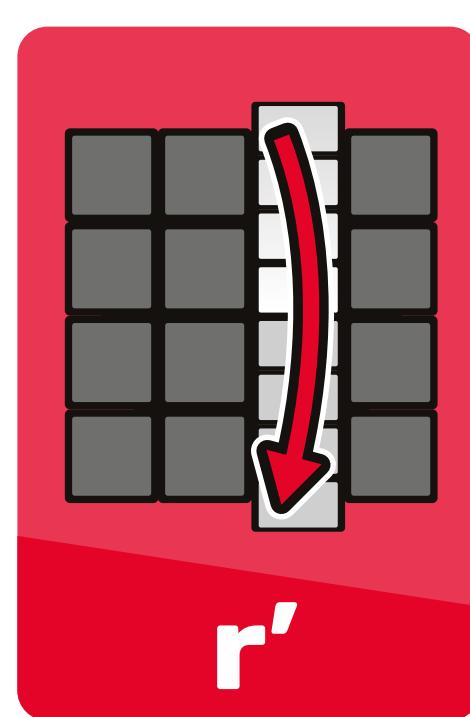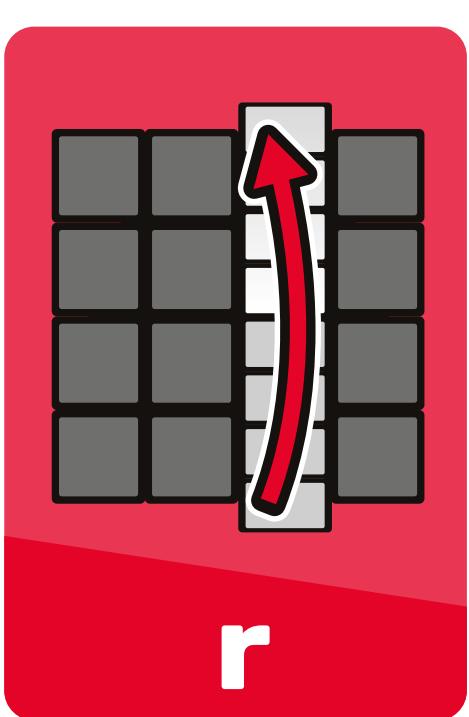
SLICE KEY

Here is how we refer to the inside "slices".

r = INSIDE RIGHT
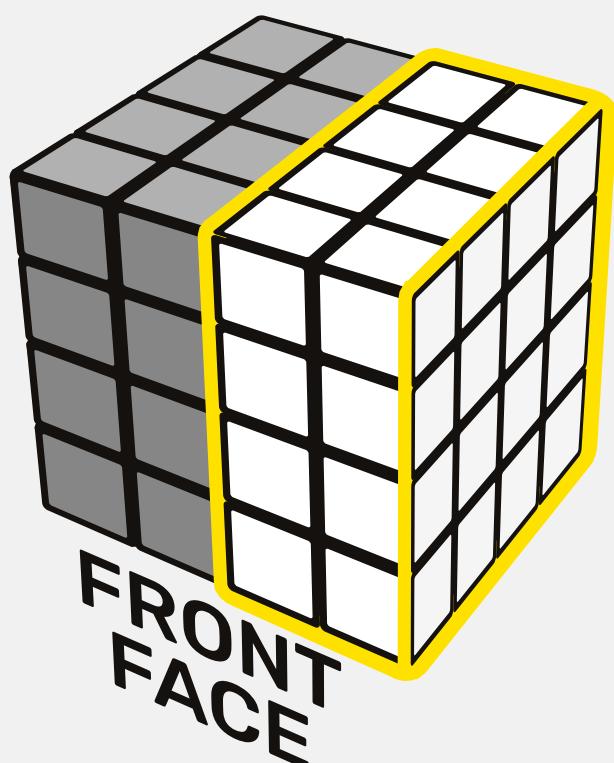

FRONT FACE

ALGORITHM KEY

Slice turns:

r

r'
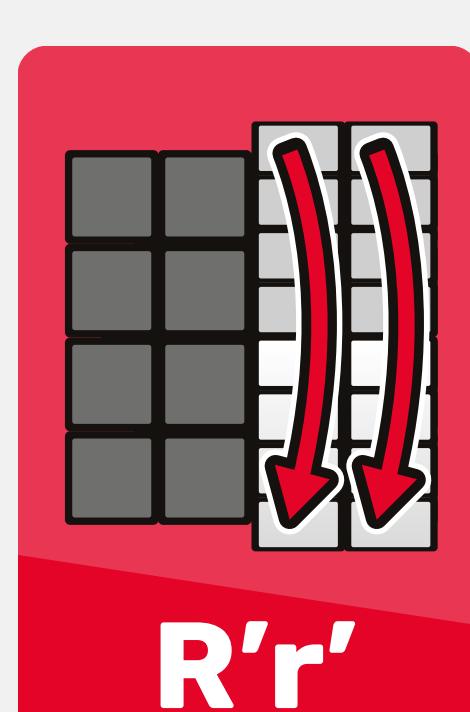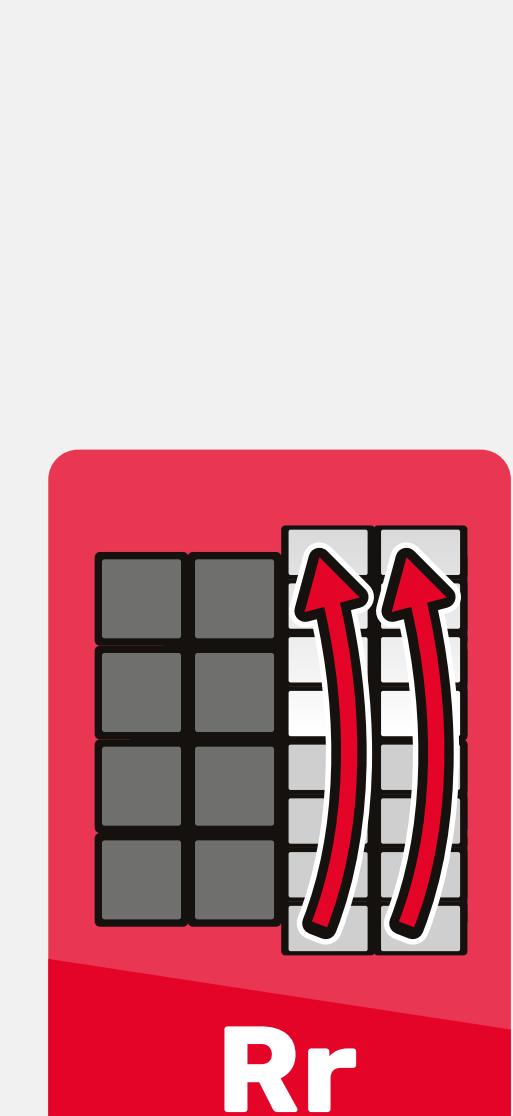
FACE AND SLICE KEY

If there are two letters then turn the face and the slice as one piece.

Rr = RIGHT FACE & INSIDE RIGHT

FRONT FACE

ALGORITHM KEY

Rr

R'r'
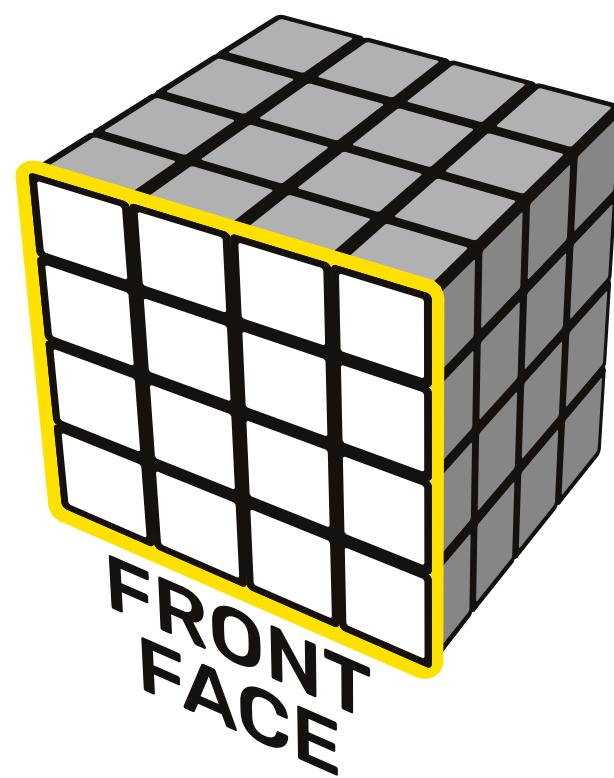
FACE KEY

You probably know these faces.

F =
FRONT FACE

FRONT FACE

ALGORITHM KEY

Face turns:

F   F'
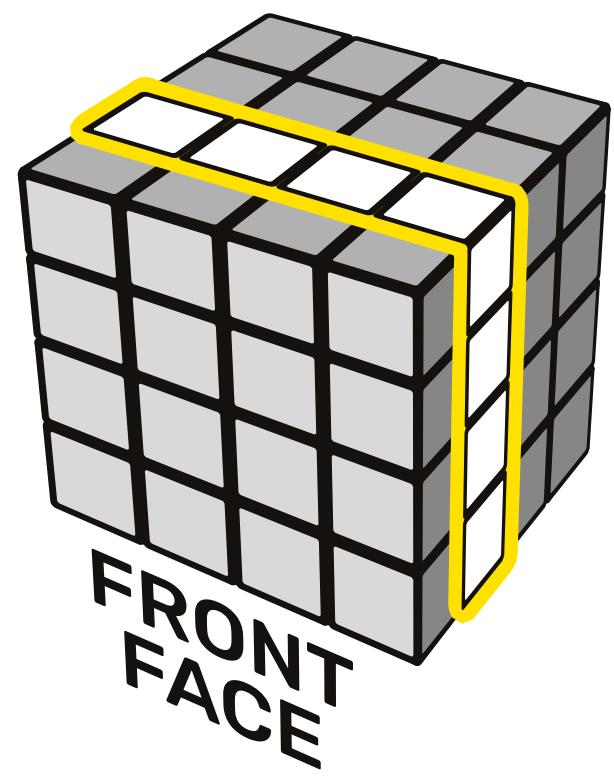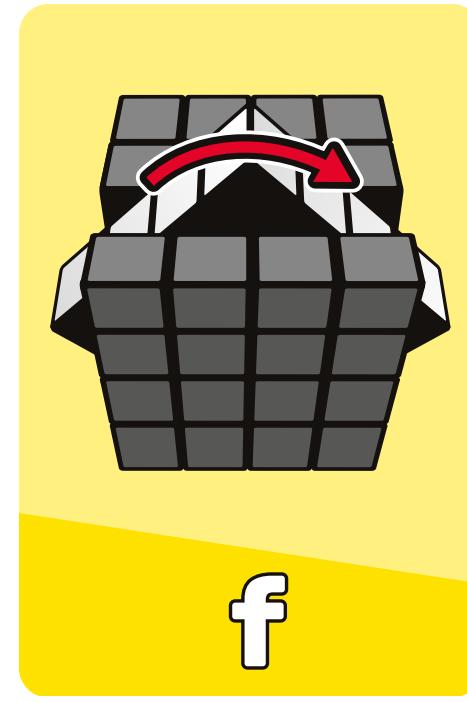
SLICE KEY

Here is how we refer to the inside "slices".

f =
**INSIDE FRONT**


FRONT FACE

ALGORITHM KEY

Slice turns:

f   f'
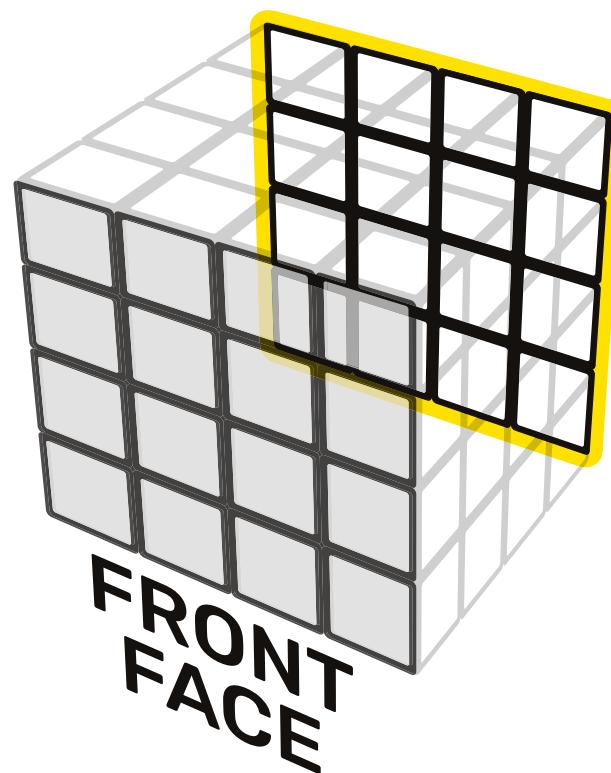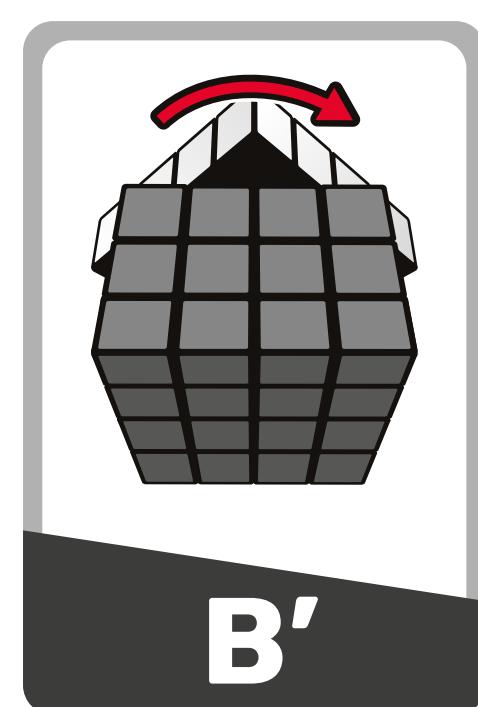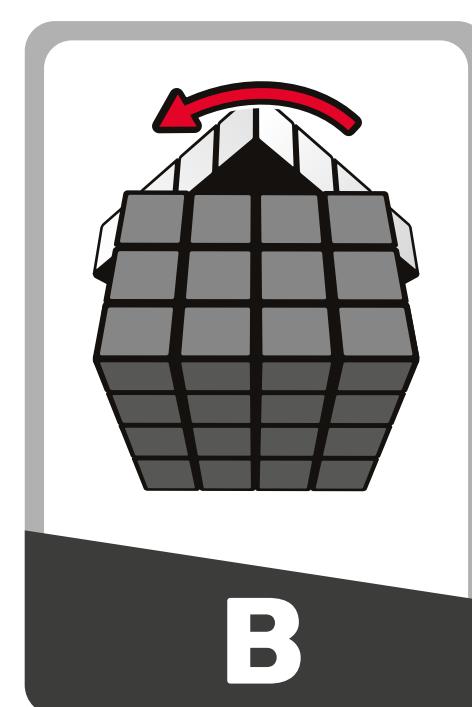
FACE KEY

You probably know these faces.

B =
BACK
FACE

FRONT FACE

ALGORITHM KEY

Face turns:

B   **B'**
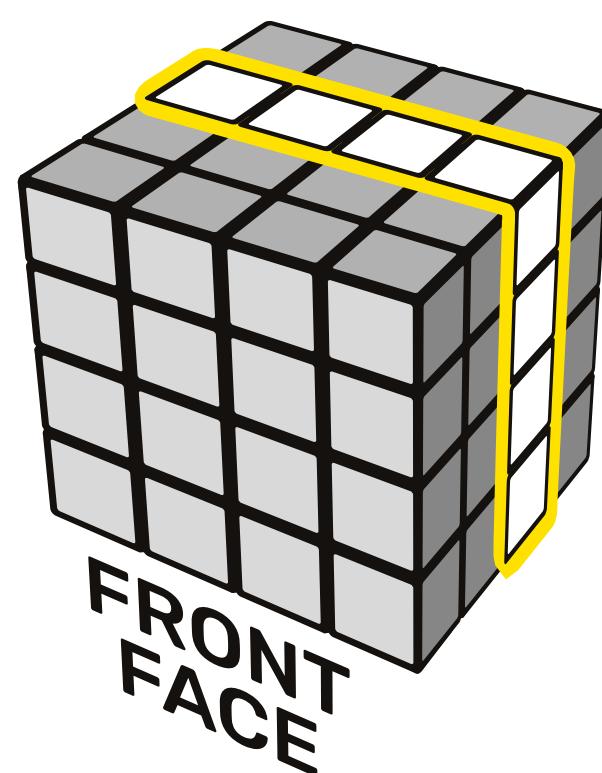
SLICE KEY
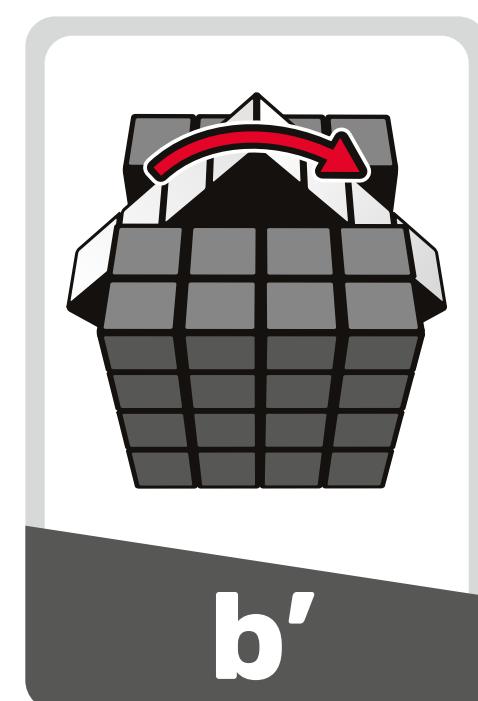
Here is how we refer to the inside "slices".

b =
INSIDE
BACK

FRONT FACE

ALGORITHM KEY

Slice turns:

b   **b'**
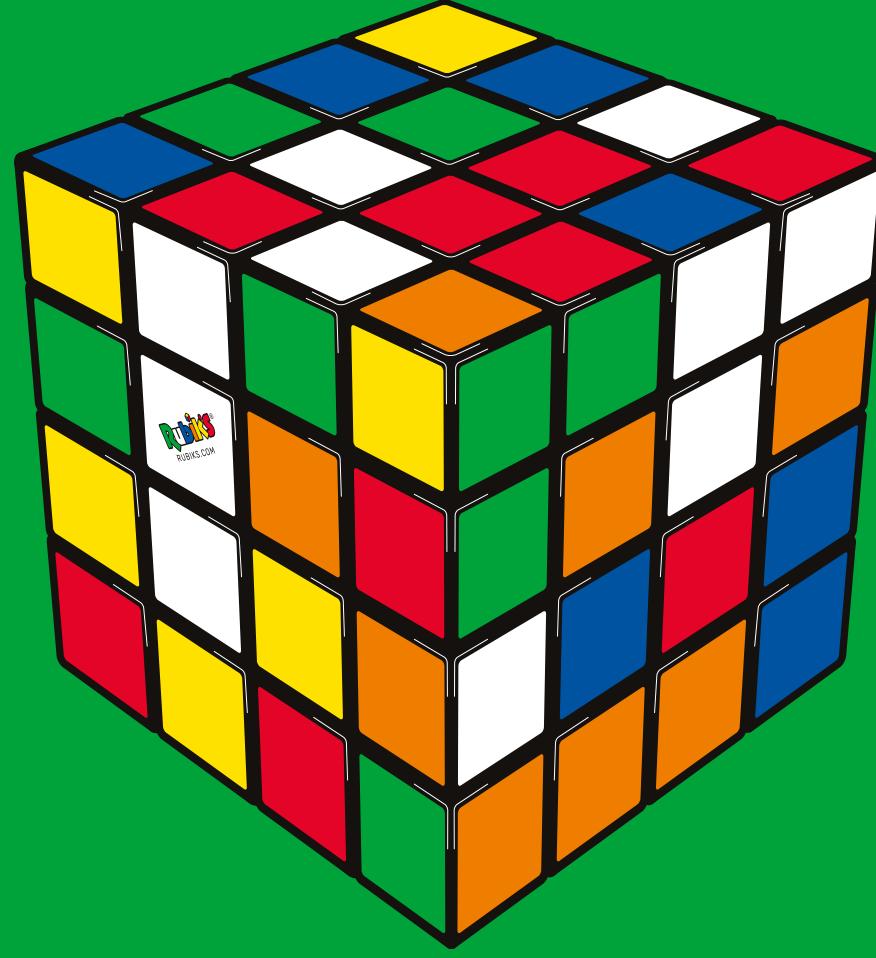
RUBIK'S MASTER SOLUTION GUIDE

This solution guide is divided into three stages as seen below.

SOLVE THE CENTERS

PAIR THE EDGES

## SOLVE THE RUBIK'S MASTER LIKE THE RUBIK'S CUBE
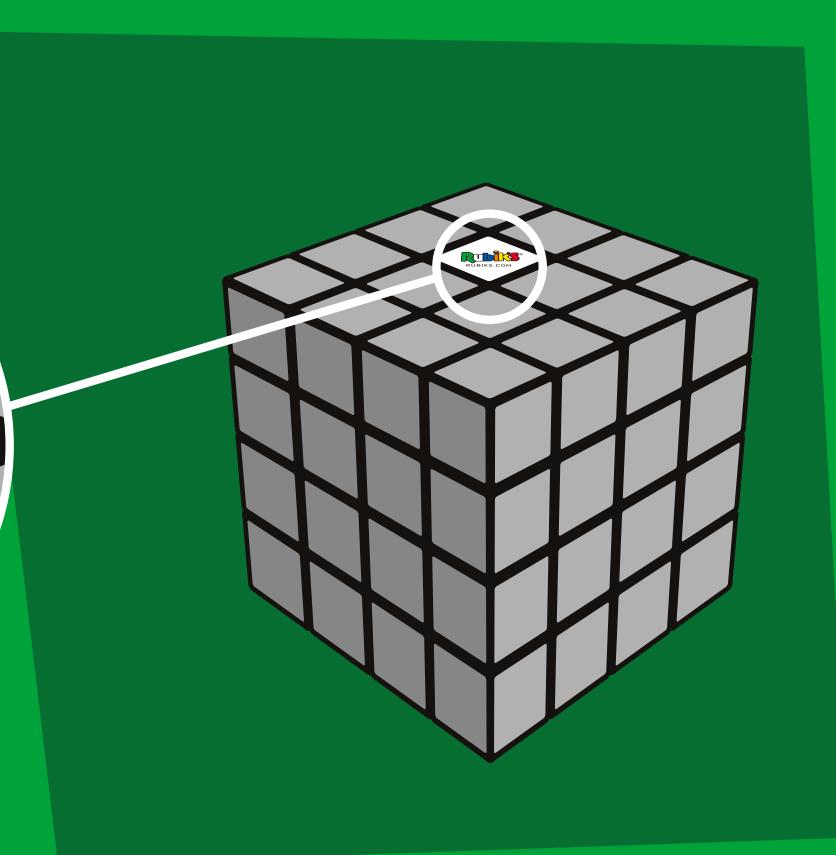
Now... let's get solving!

SOLVE THE CENTERS
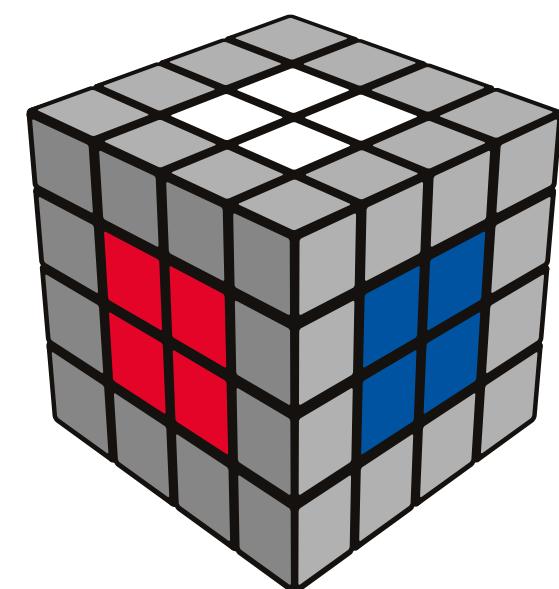
HOLDING YOUR RUBIK'S MASTER

Hold the Rubik's Master so the WHITE logo tile is on the UP face.

IMPORTANT INFORMATION

- There are 24 center pieces on the Rubik's Master that need to be grouped in sets of 4. Then there will be 6 centers like on a Rubik's Cube.

- Start by solving the WHITE center.
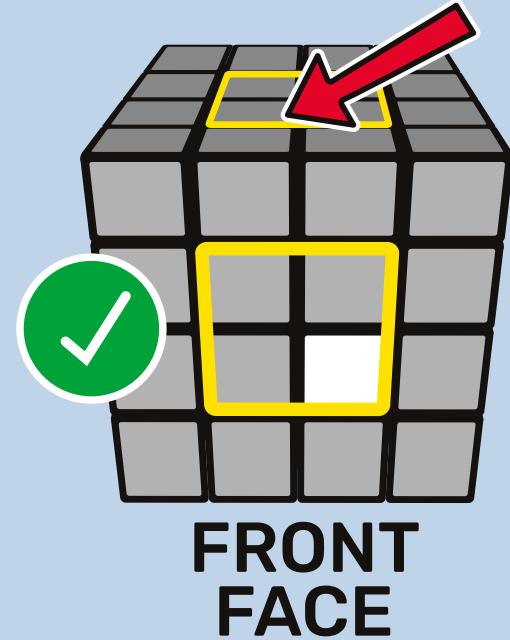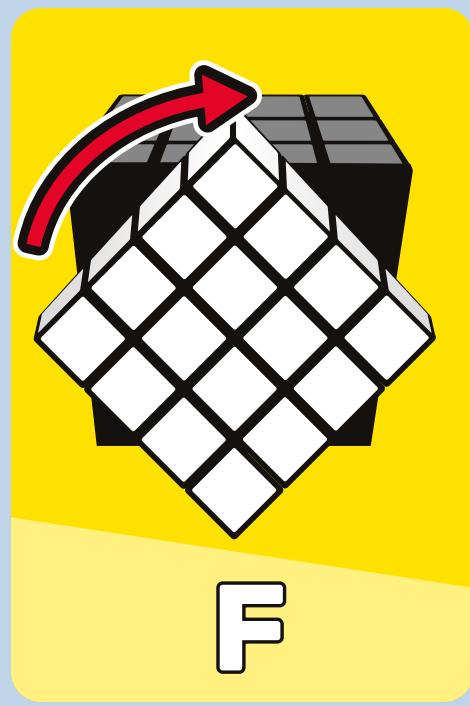
Action 1 Locate another WHITE center tile that is not on the UP face.

## Action 2
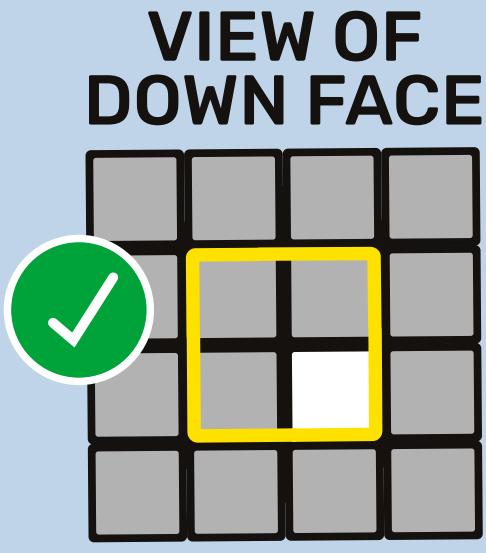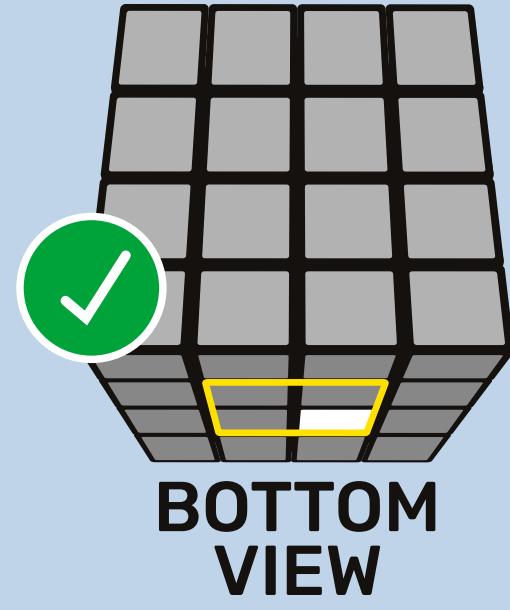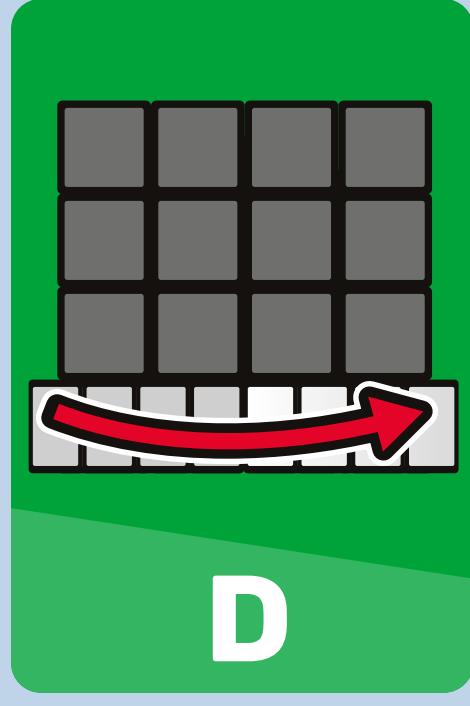
If your other WHITE tile is NOT on the DOWN face:

- Hold your Rubik's Master so that the other WHITE tile is on the FRONT face.

- Turn the FRONT face (F) until the tile is in the lower right of the 4 center tiles.

F

**Logo is one of these center tiles**

✓ **FRONT FACE**
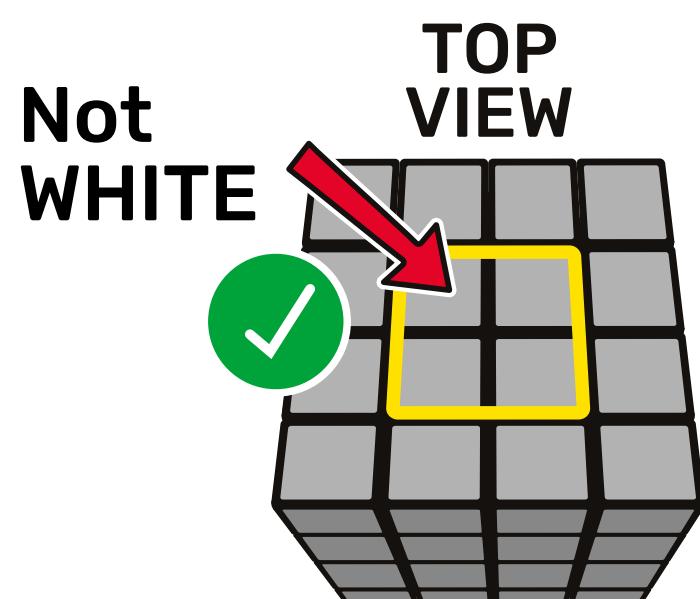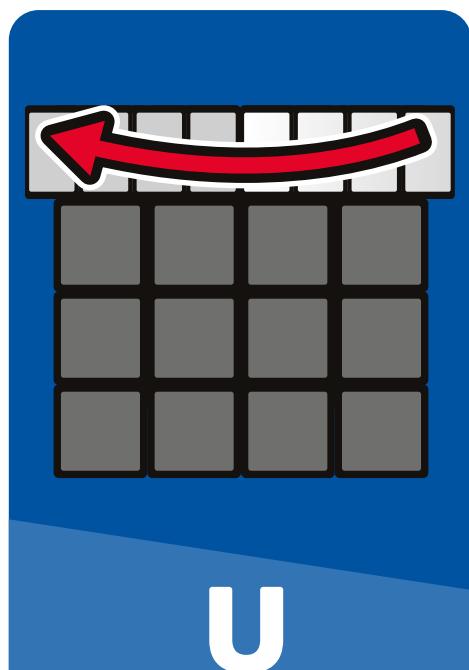
If your other WHITE tile IS on the DOWN face:

- Turn the DOWN face (D) until the other WHITE tile is in the lower right of the 4 center tiles.

D

✓ **BOTTOM VIEW**

VIEW OF DOWN FACE

✓
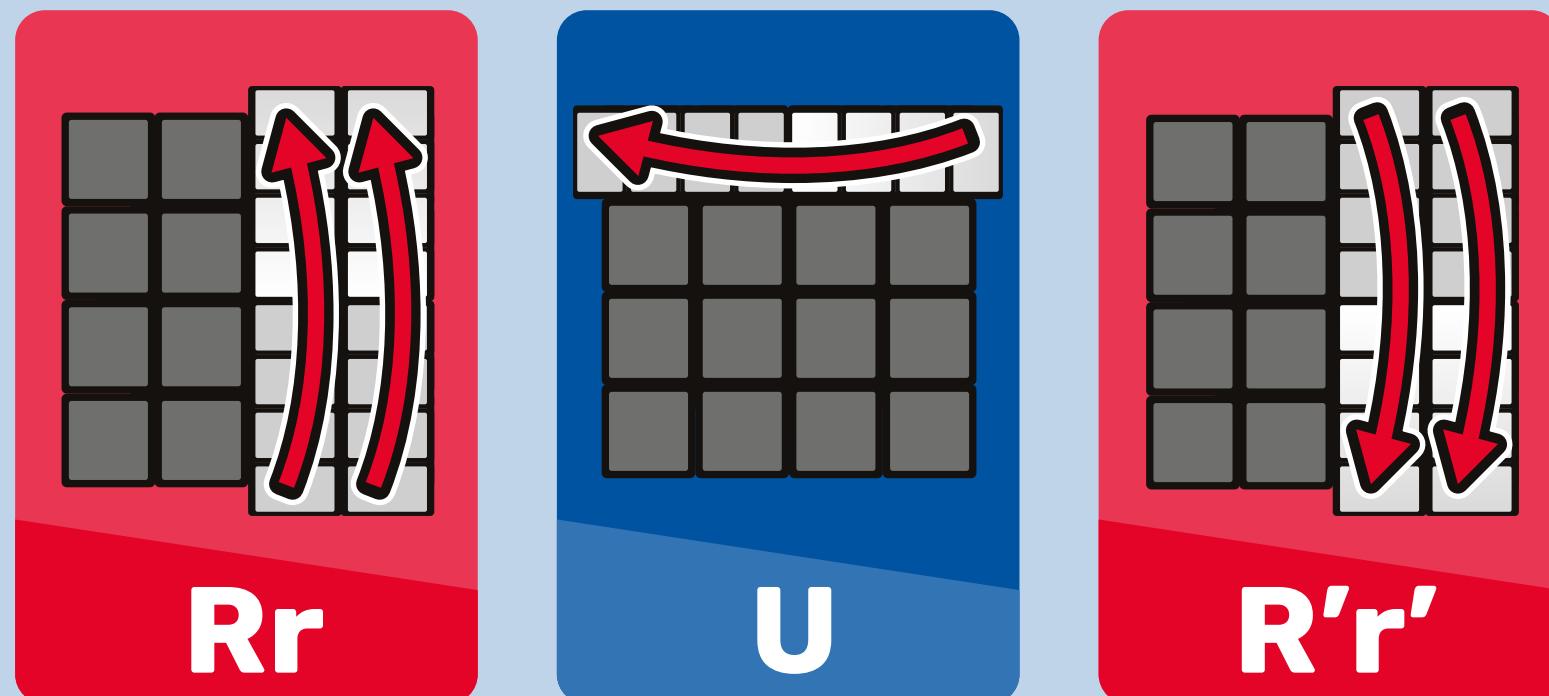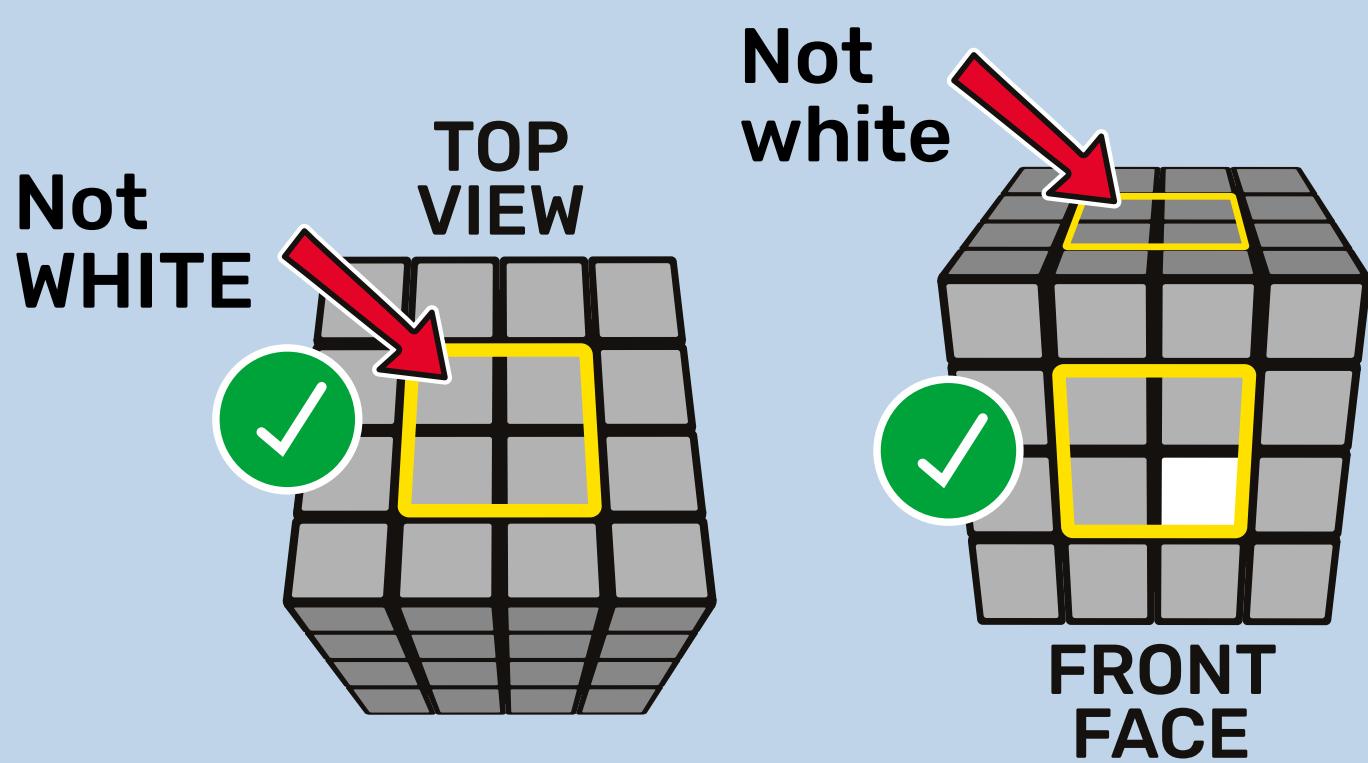
Action 3

Turn the UP face (U) until there is a non-WHITE tile in the upper left corner of the 4 center tiles.

U

Not WHITE

TOP VIEW

✓

14
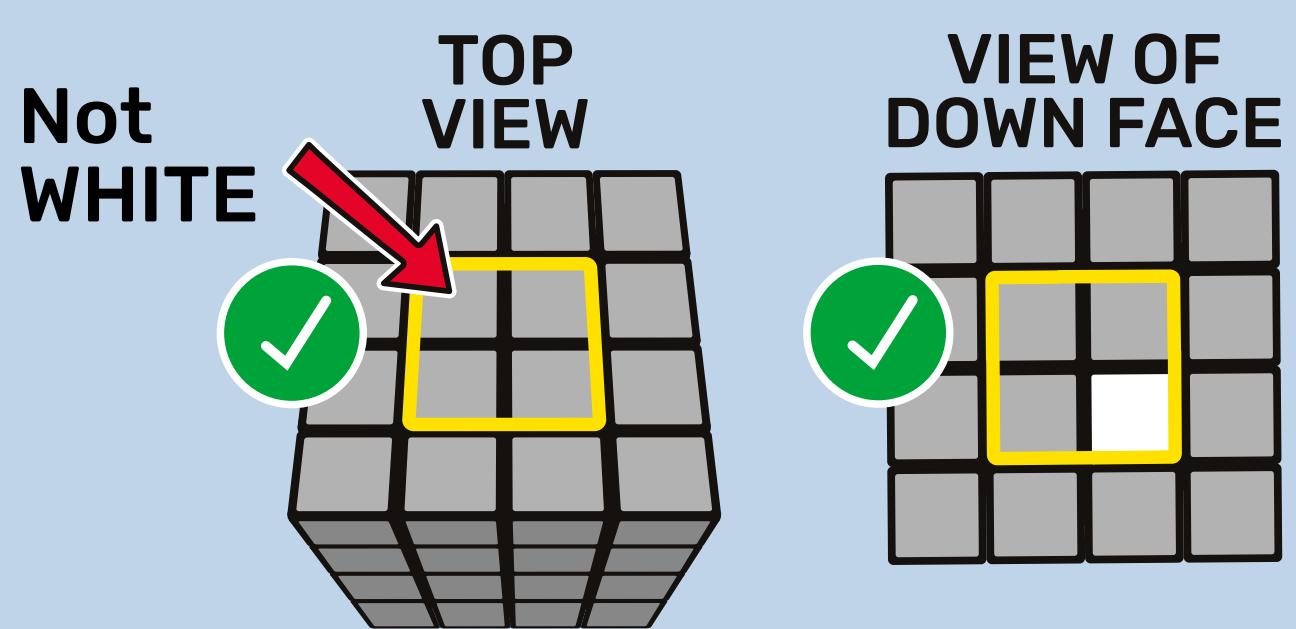
Action 4

If your other WHITE tile is on the **FRONT** face, follow this algorithm:

Not WHITE ✓

TOP VIEW

Not white ✓

FRONT FACE

| **Rr** | **U** | **R'r'** |

If your other WHITE tile is on the **DOWN** face, follow this algorithm:

Not WHITE ✓

TOP VIEW

VIEW OF DOWN FACE ✓

| **Rr2** | **U** | **Rr2** |

Action 5

Repeat **Actions 1-4** until all 4 center tiles are WHITE.

Continue solving the center pieces for all 6 faces. Follow **actions 1-4** on **pages 13 - 15**, replacing WHITE in each step with the next color.

Solve the colors in this order:
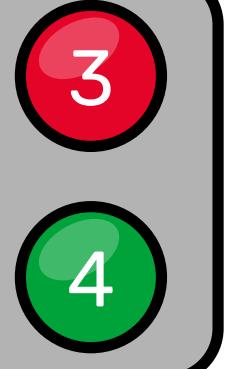
WHITE ①

YELLOW ②

RED ③
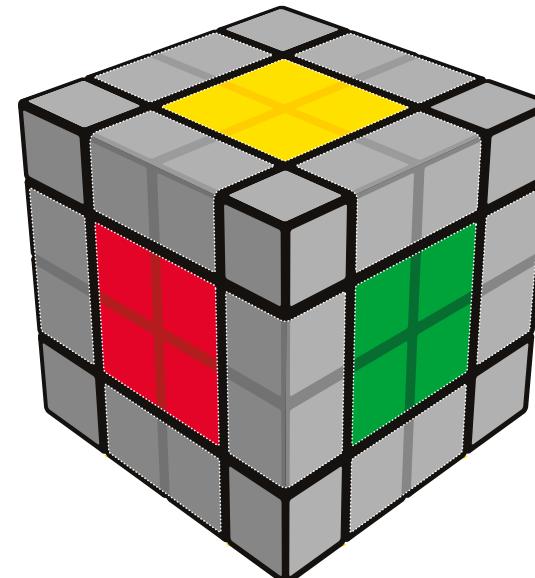
GREEN ④

ORANGE ⑤
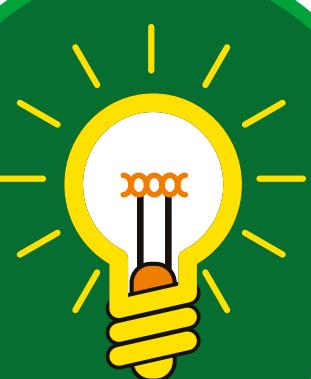
BLUE ⑥
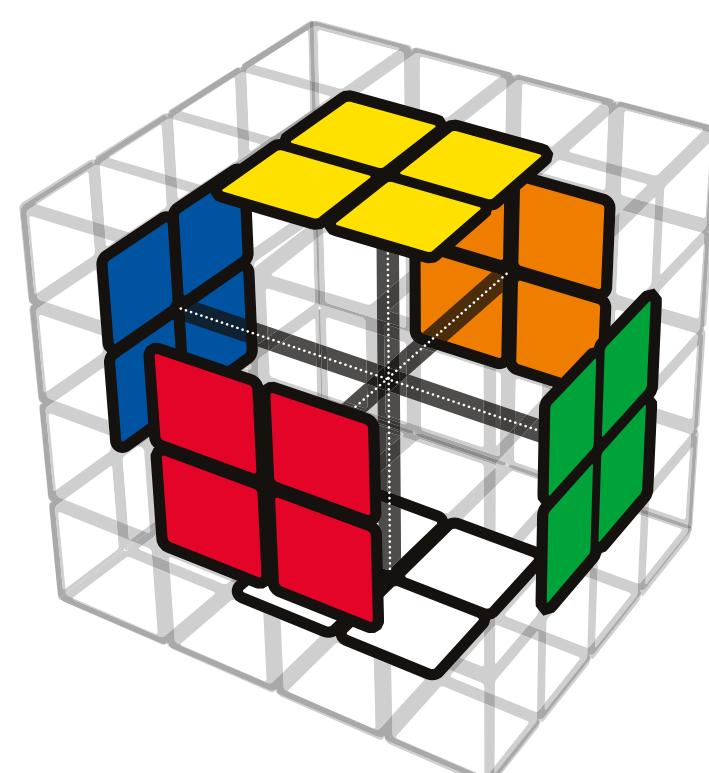
Remember - when YELLOW is the UP face, GREEN is to the right of RED.

When solving the other centers, you **must** remember the orientation of the colors.

**WHEN YOUR CENTERS ARE SOLVED THE COLORS SHOULD MATCH THIS ORIENTATION:**
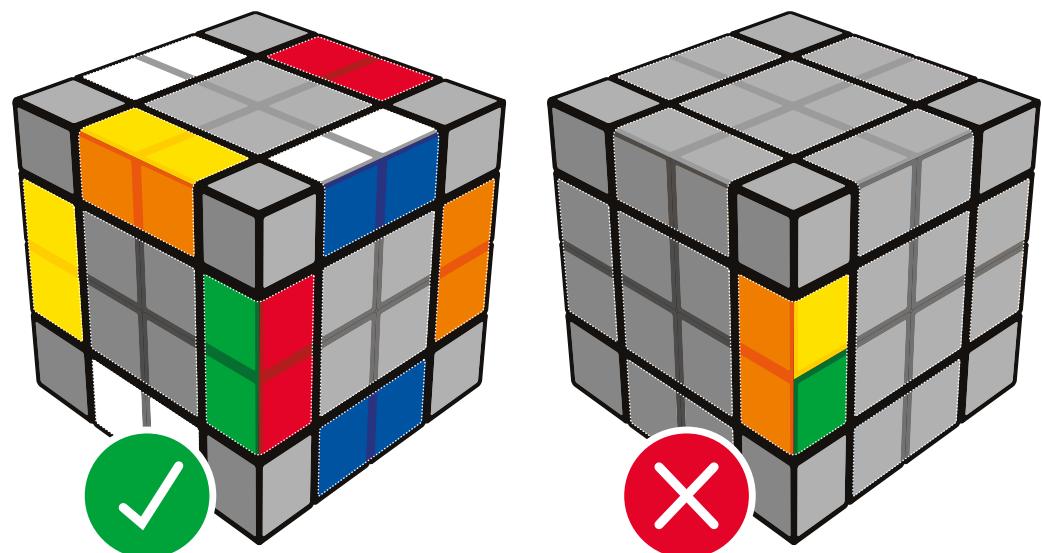
WHITE opposite YELLOW
RED opposite ORANGE
GREEN opposite BLUE

PAIR THE EDGES

There are 24 edge pieces on the Rubik's Master that need to be paired so you have 12 edges like a Rubik's Cube. The edges do not need to match the centers yet.
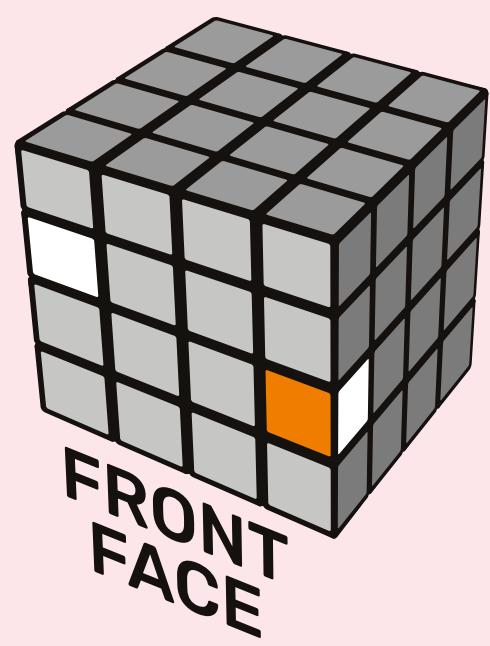

Action 1
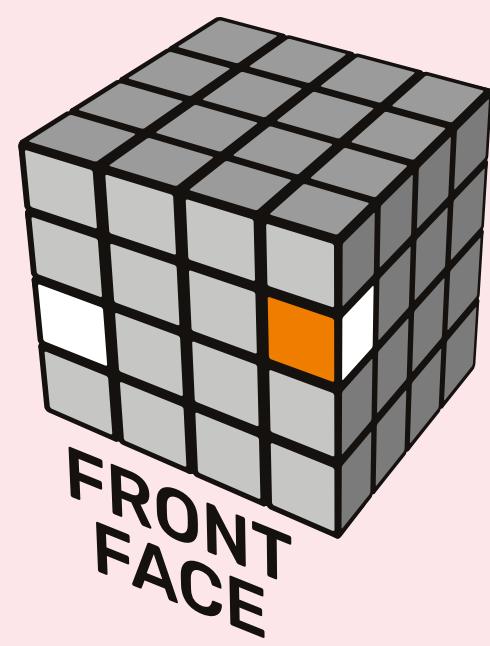
Find the two orange and white edge pieces. Use outside turns to get the edge pieces on the left and right of the FRONT face. The color of the center doesn't matter.

**Hold your Rubik's Master to match one of these; you may need to turn your Rubik's Master over.**
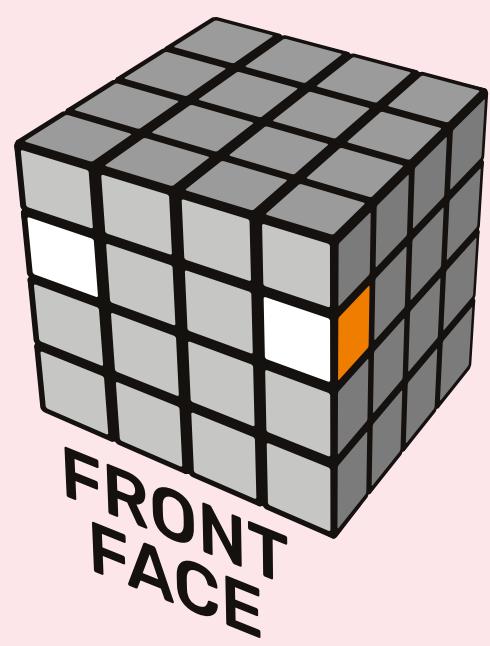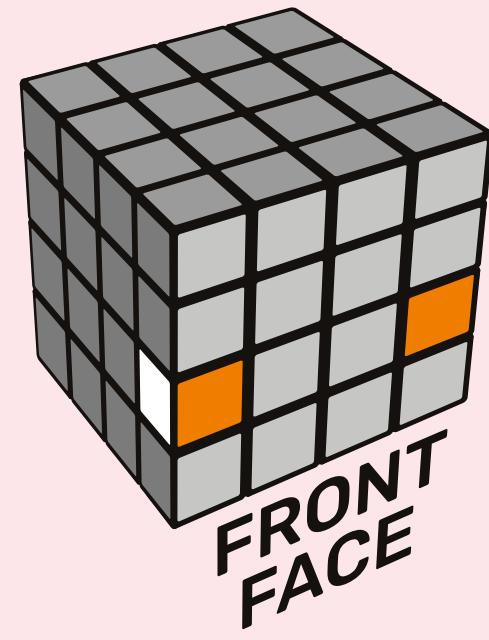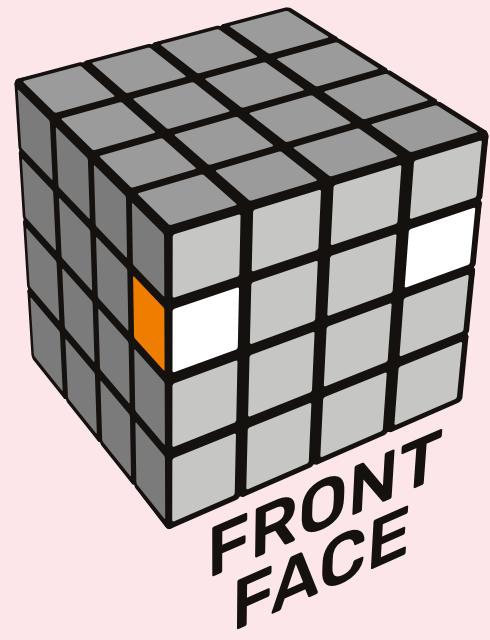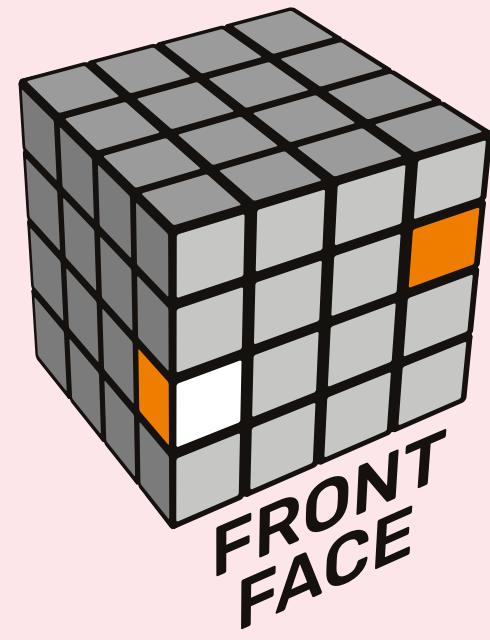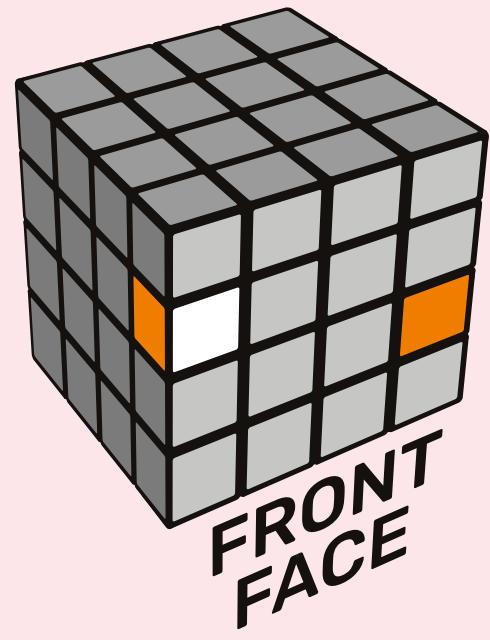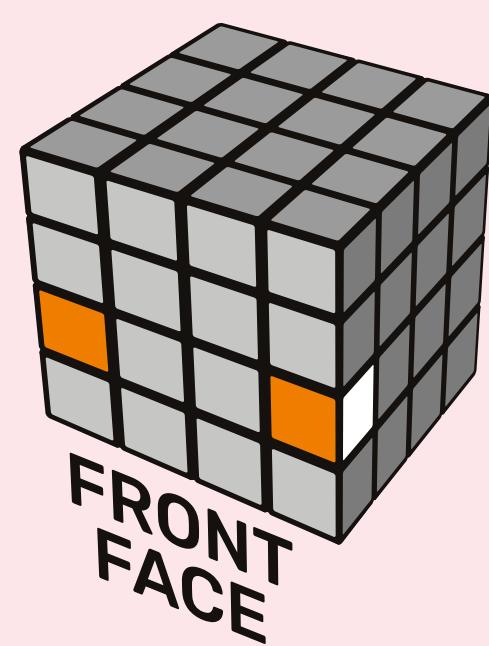
CUBE ONE	CUBE TWO	CUBE THREE	CUBE FOUR

FRONT FACE — FRONT FACE — FRONT FACE — FRONT FACE

FRONT FACE — FRONT FACE — FRONT FACE — FRONT FACE
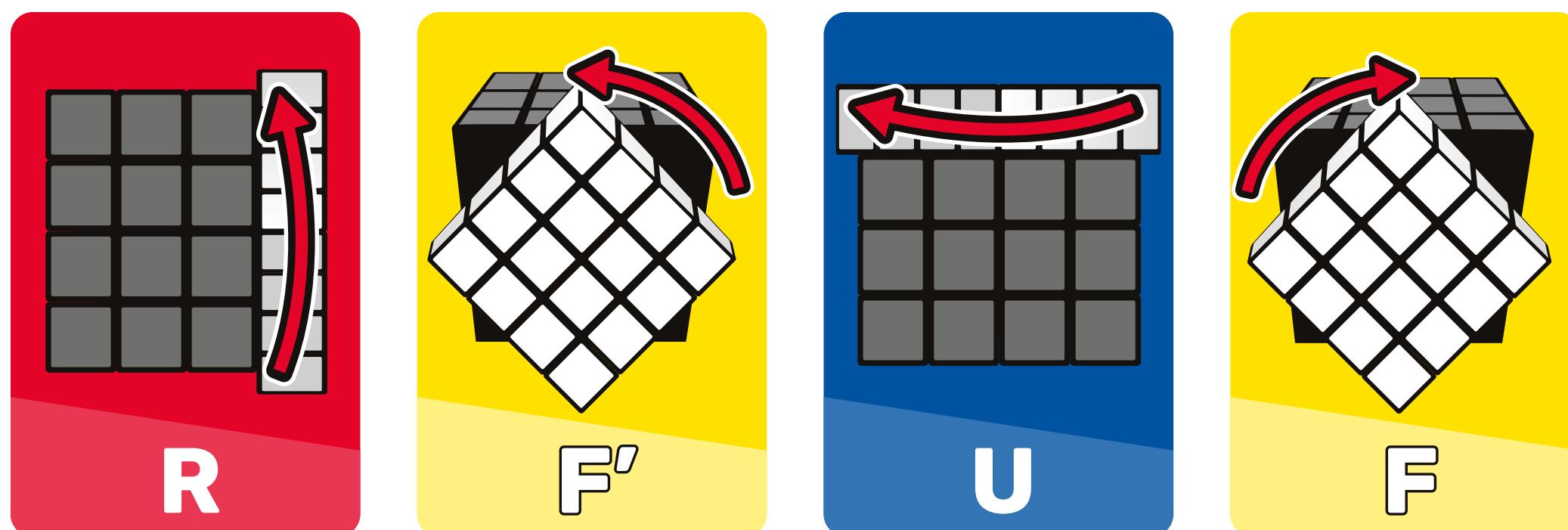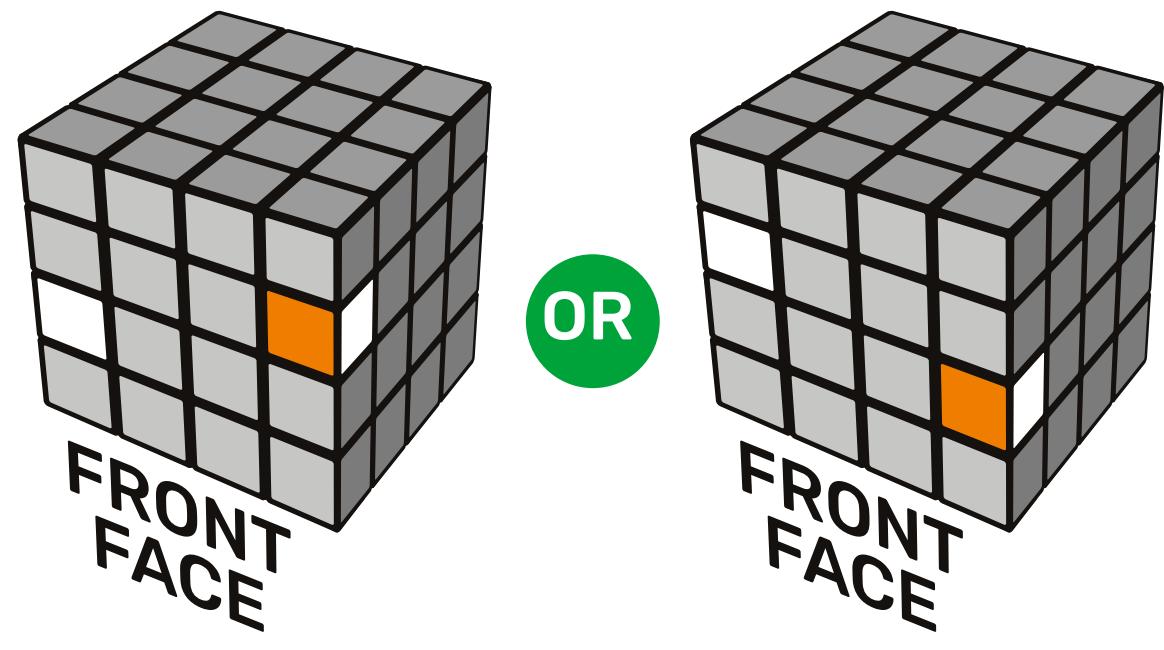
Go to Action 2 | **Skip to Action 3**
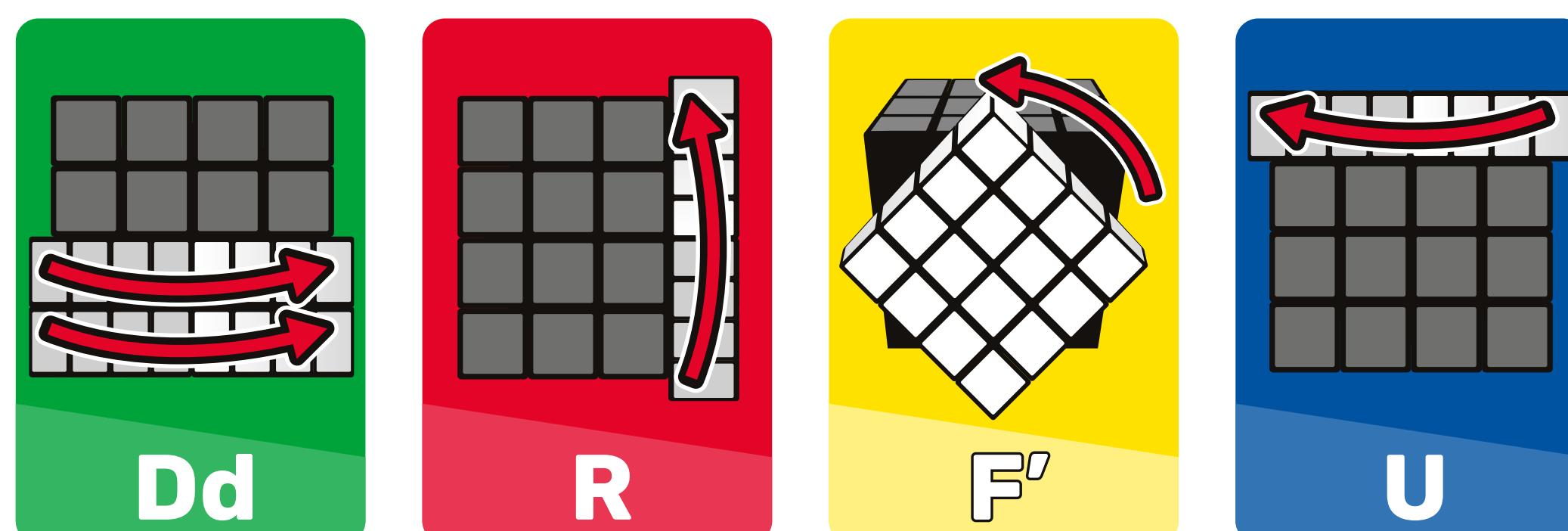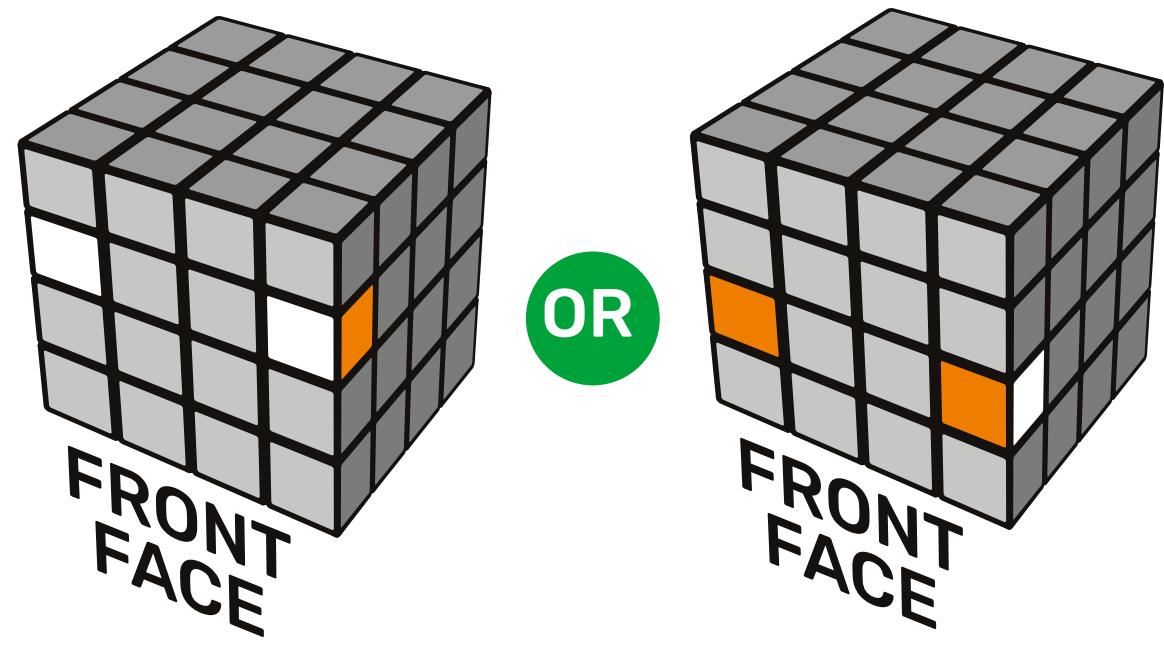
Action 2

If the edges are not directly across from each other, follow this sequence to line them up.

FRONT FACE **OR** FRONT FACE

R	F'	U	F

Action 3

Once the edges are across from each other, follow this sequence to pair them.

FRONT FACE **OR** FRONT FACE

Dd	R	F'	U
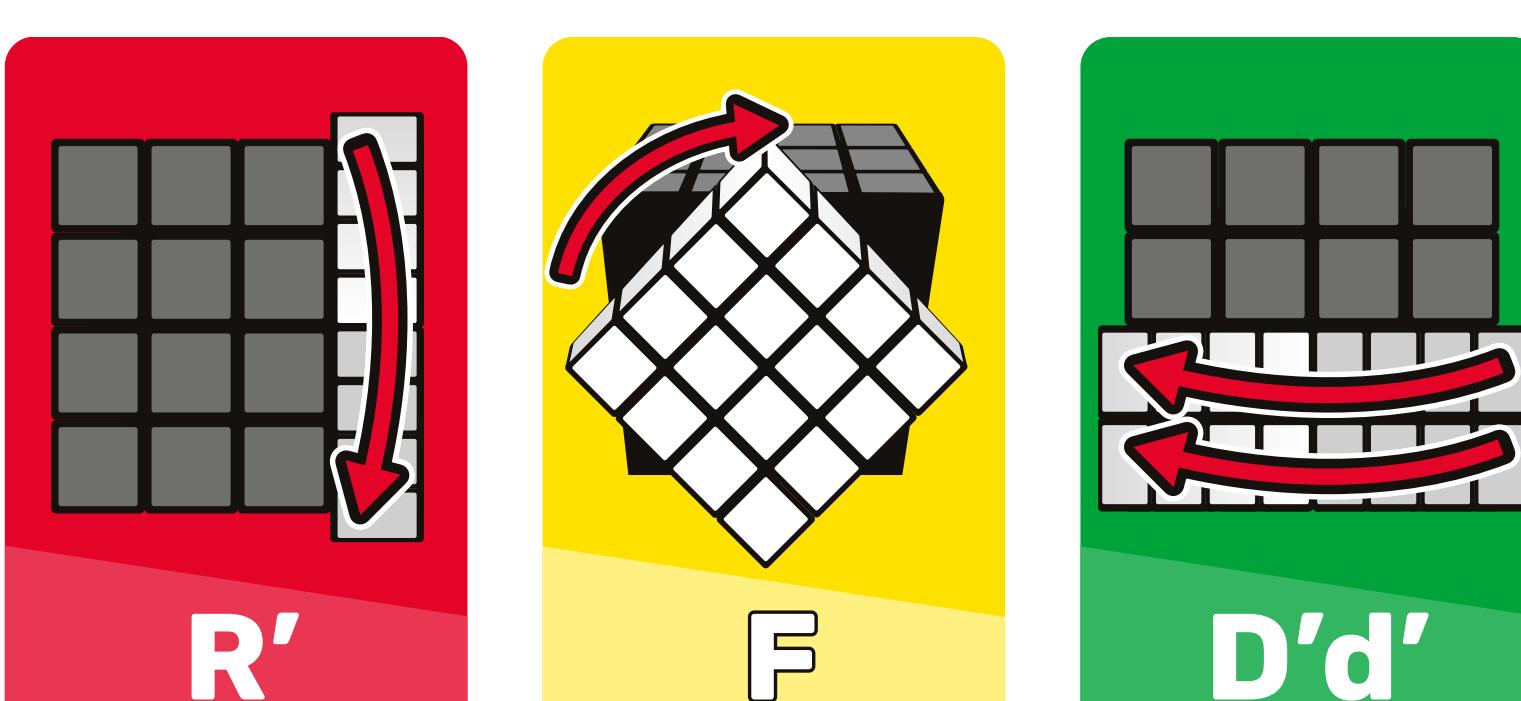
**Dd**on't **R**un **F'**ast **U**nless

R'	F	D'd'
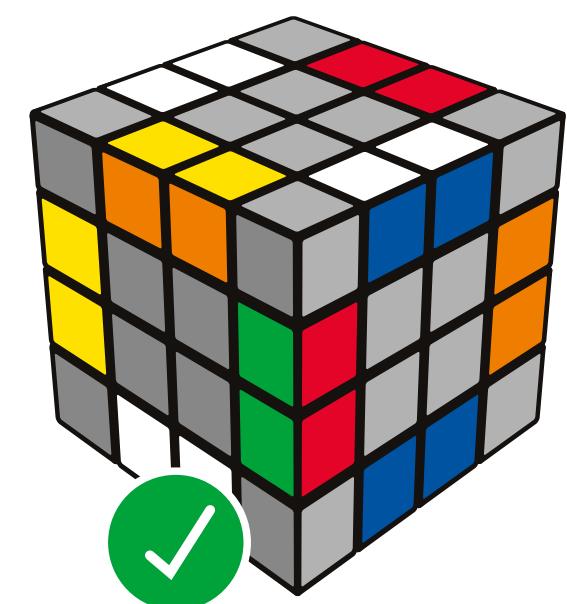
R'unning **F**ast **D'd'**aily

The phrase to the left may help you remember the algorithm.

18
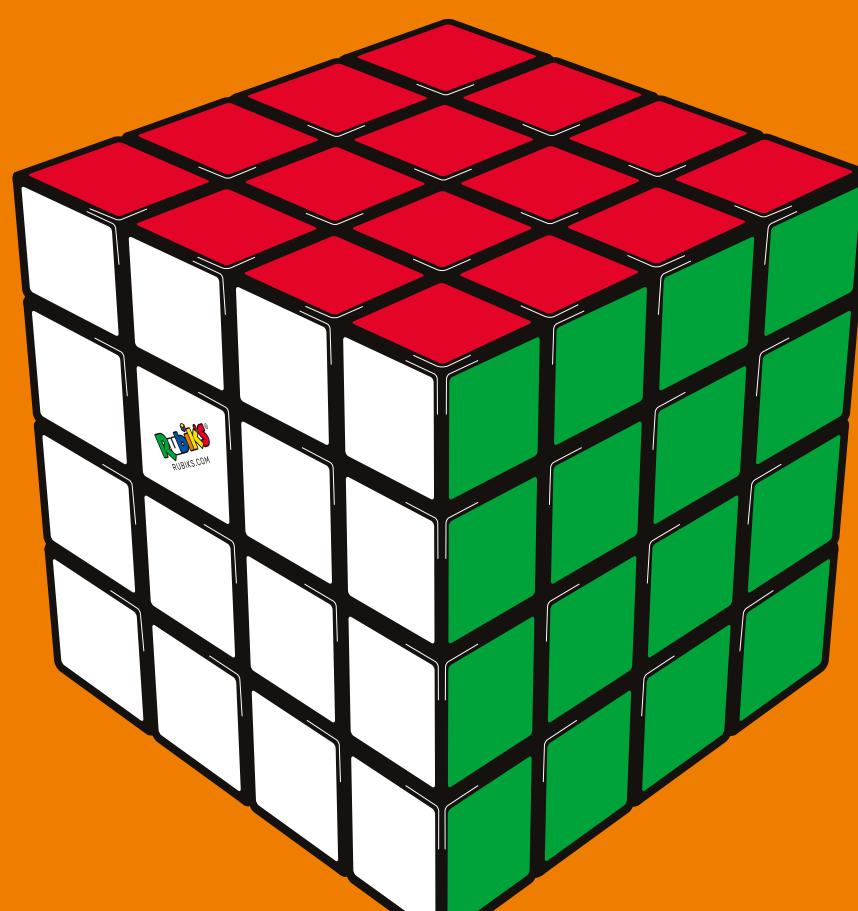
Repeat **Actions 1-3** until all 24 edge pieces are paired.

CONGRATULATIONS!

You have now paired the edges!
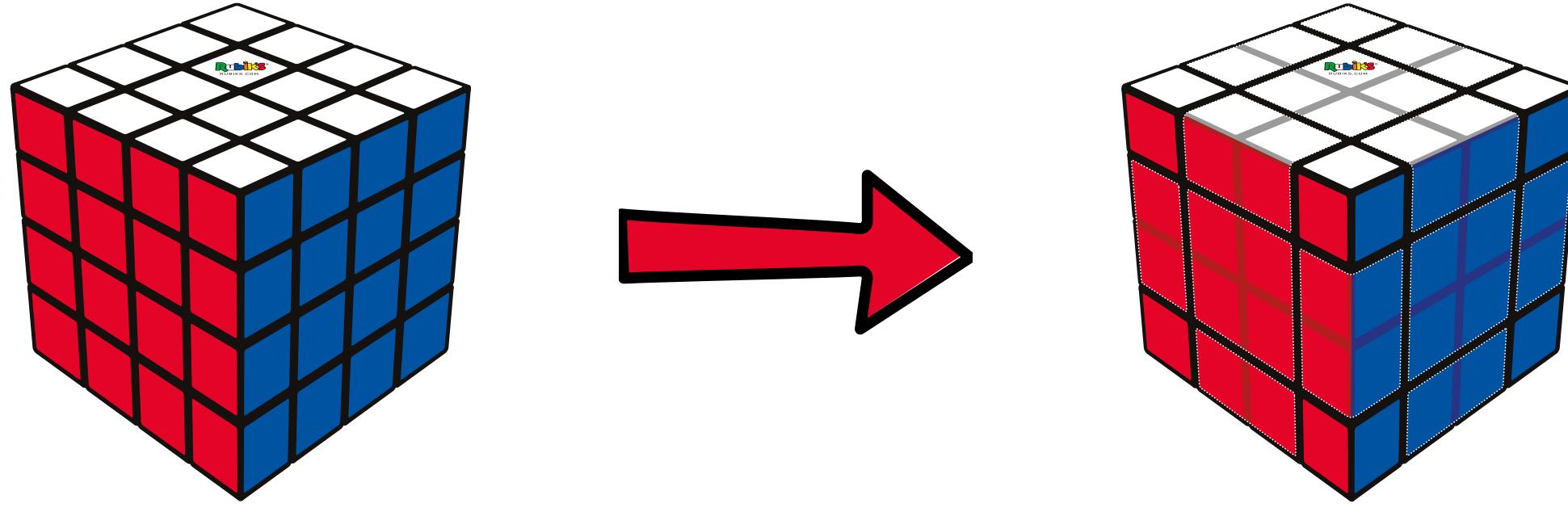
Scroll on to solve the Rubik's Master like the Rubik's Cube.
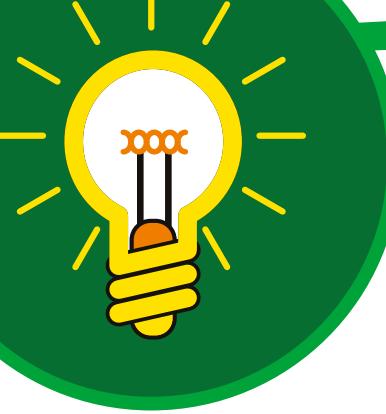
SOLVE THE RUBIK'S MASTER LIKE THE RUBIK'S CUBE

- After grouping the centers and pairing the edges, the Rubik's Master can now be solved like the Rubik's Cube.
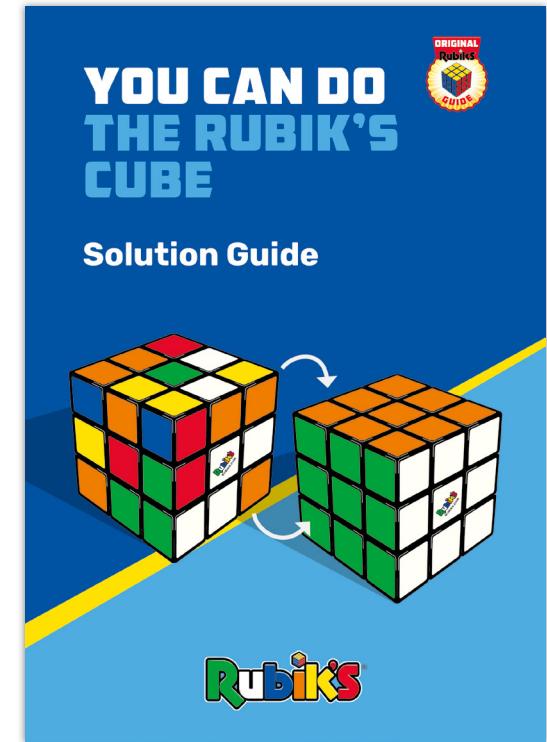

- There may be two times when solving the Rubik's Master like a Rubik's Cube that additional steps are needed that are not covered in the Rubik's Cube Solution Guide. These two cases are referred to as **parities**. The parity fixes can be found on **pages 22** (Make the yellow cross) and **24** (Position the final yellow edges) of this guide.
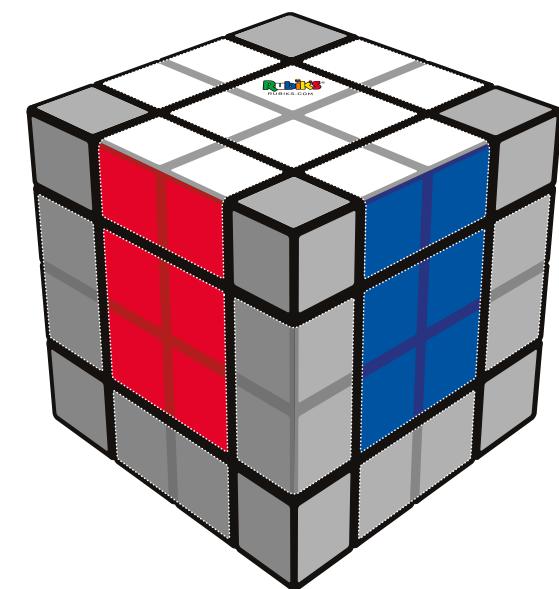
## A SOLUTION GUIDE FOR THE RUBIK'S CUBE (3X3) CAN BE FOUND AT:

www.rubiks.com

YOU CAN DO THE RUBIK'S CUBE

Solution Guide

Rubik's
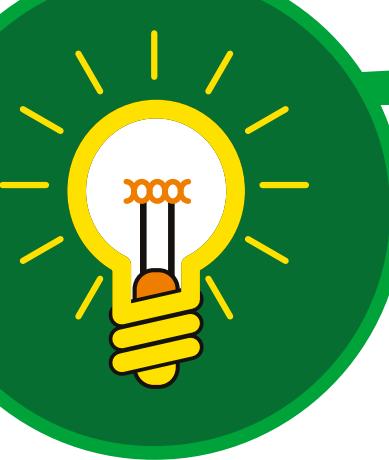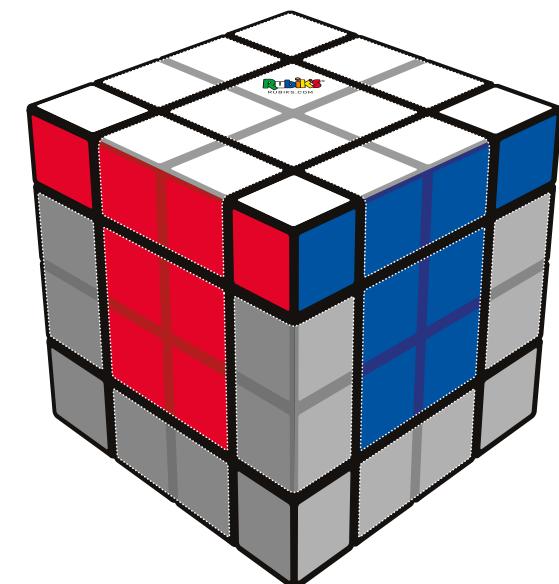
Solve the White Cross

Solve the White Corners
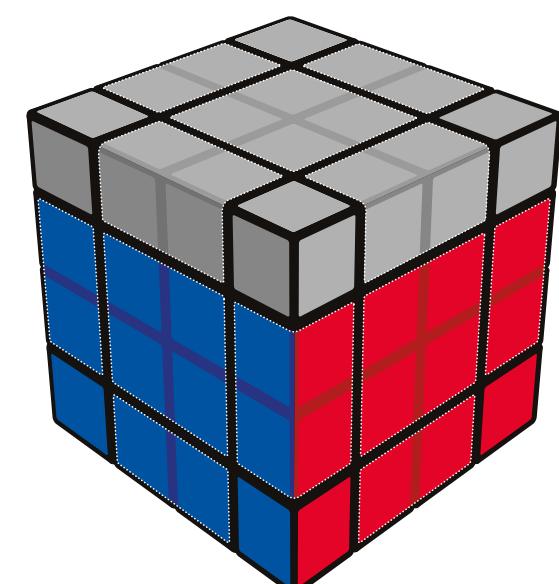
SOLVING THE WHITE CORNERS

If you can't solve the White Corners, you may have the Centers in the wrong color order. You'll need to go back and resolve the Centers and Edges.

Solve the Middle Layer keeping the paired edges together as one piece. This picture shows the Rubik's Master with the White face down.

### WHEN SOLVING THE RUBIK'S MASTER LIKE A RUBIK'S CUBE, ONLY TURN THE OUTSIDE FACES.
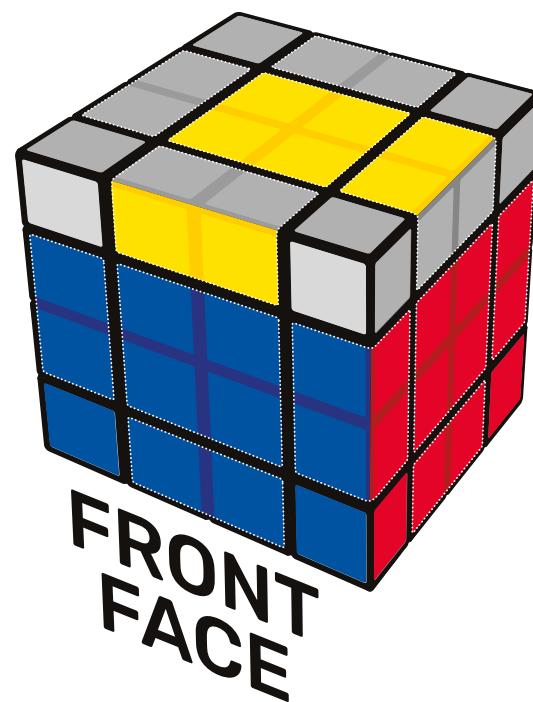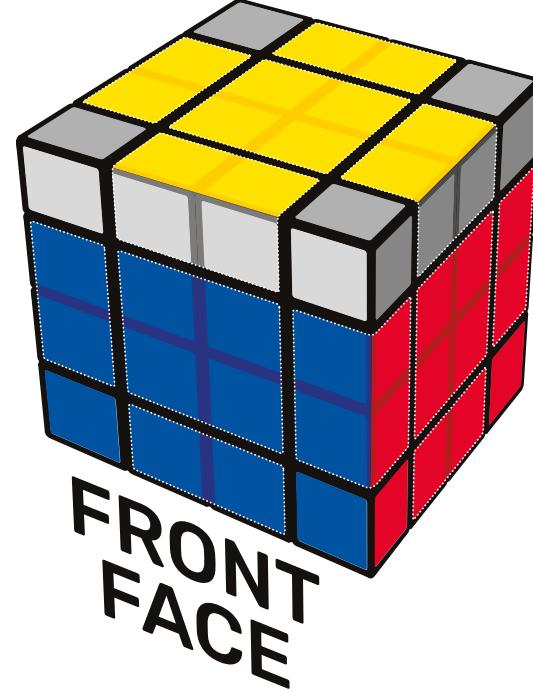
SOLVE THE RUBIK'S MASTER LIKE THE RUBIK'S CUBE
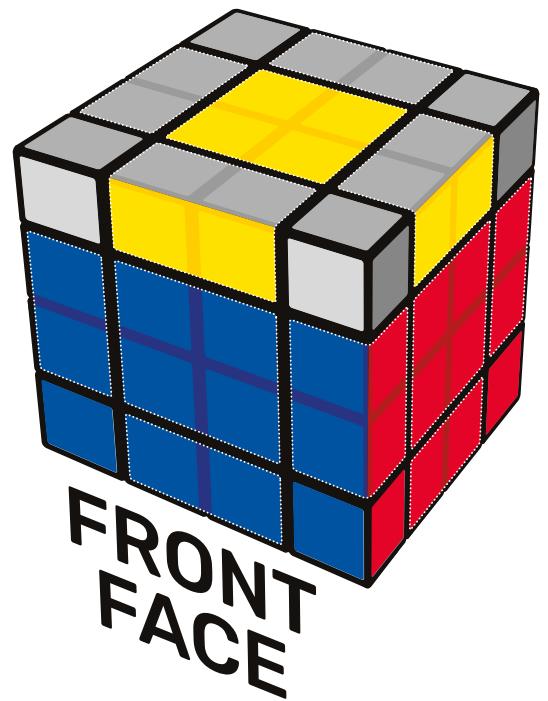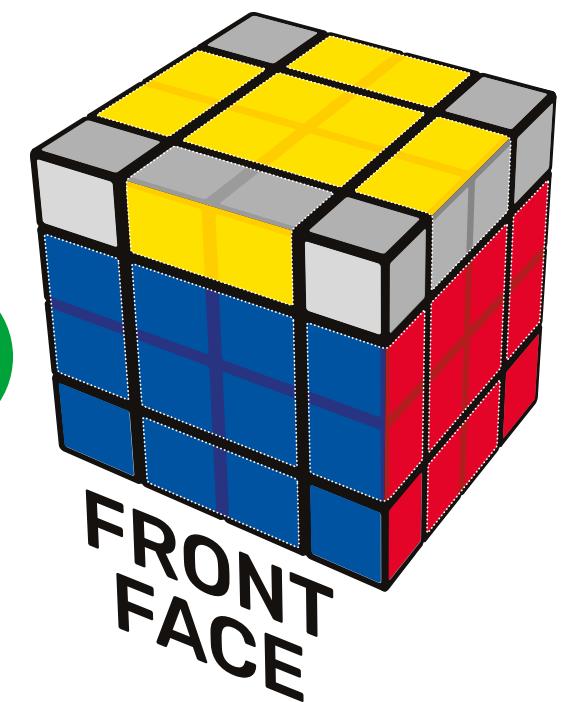
Action 4

Make the Yellow Cross

FRONT FACE
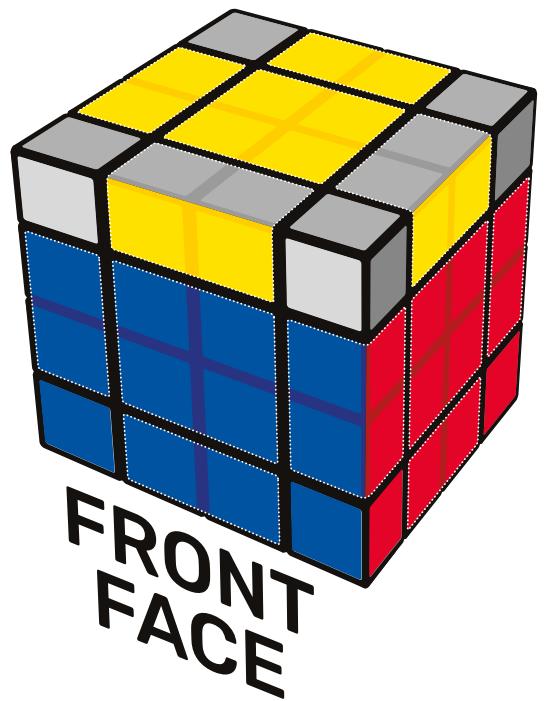
- If you have 1 or 3 Yellow edge pairs on the UP face, follow the algorithm for **fixing the parity** on **the following page**.

FRONT FACE **OR** FRONT FACE

- If you have 0 or 2 Yellow edge pairs on the UP face, follow the Rubik's Cube Solution Guide.

FRONT FACE **OR** FRONT FACE **OR** FRONT FACE
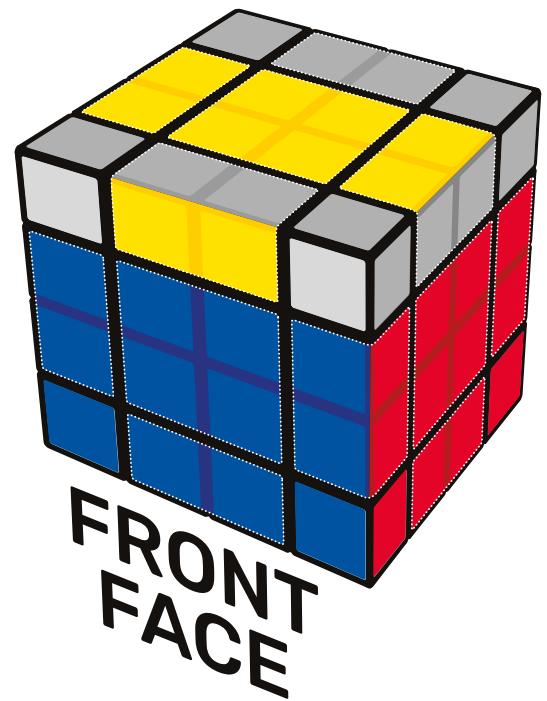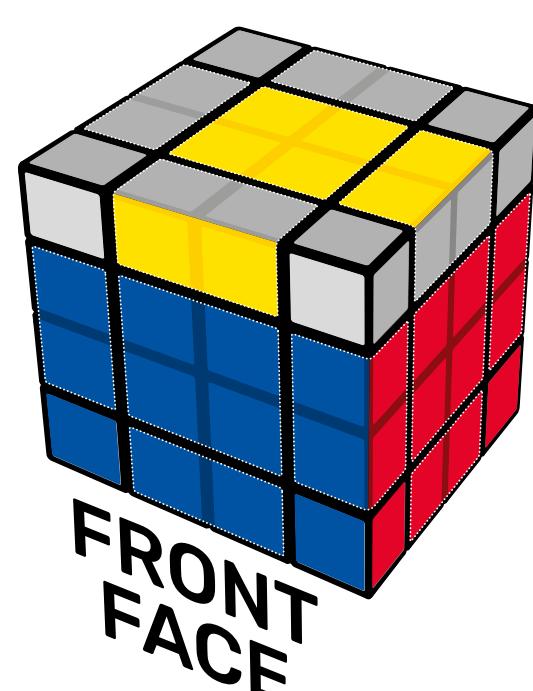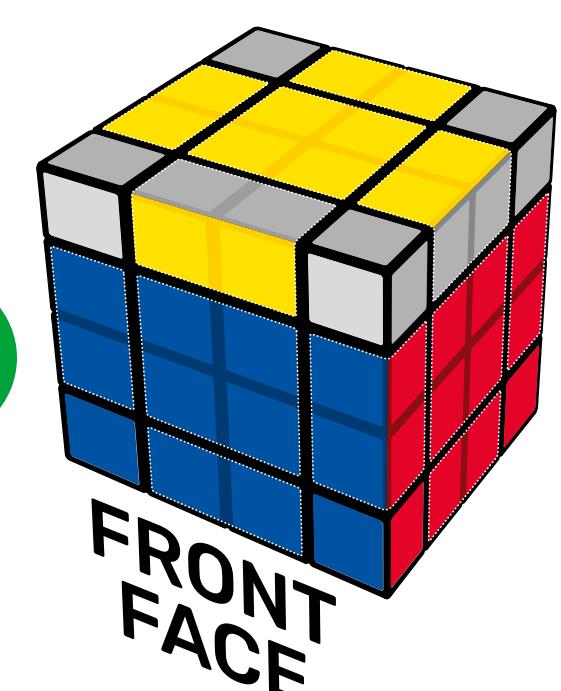
Fixing the Parity

If you have 1 or 3 Yellow edge pairs on the UP face, hold your Rubik's Master to match one of these images and then follow this algorithm:

FRONT FACE **OR** FRONT FACE

r2 **B2** **U2** **l**

U2 **r'** **U2** **r**

U2 **F2** **r** **F2**

l' **B2** **r2**
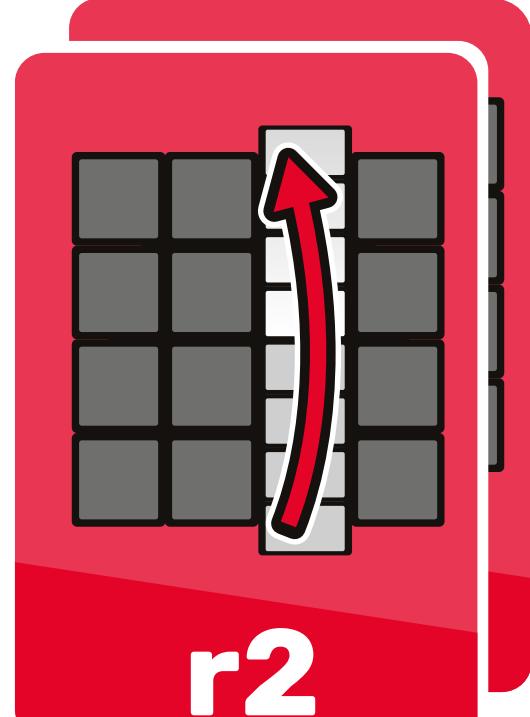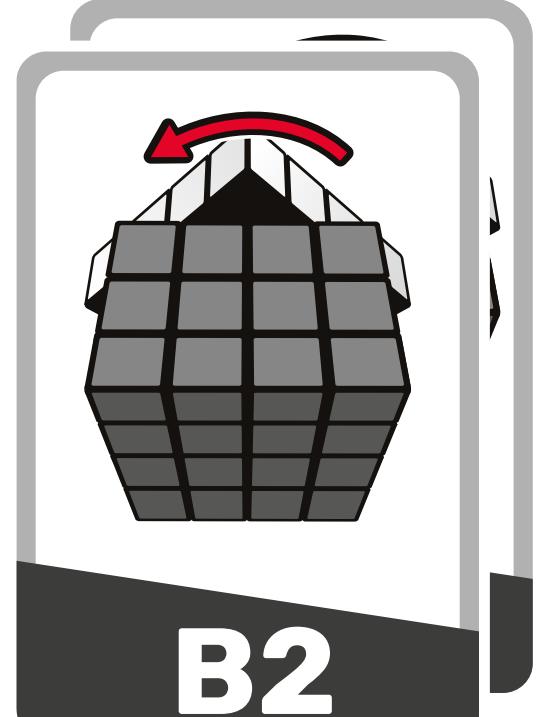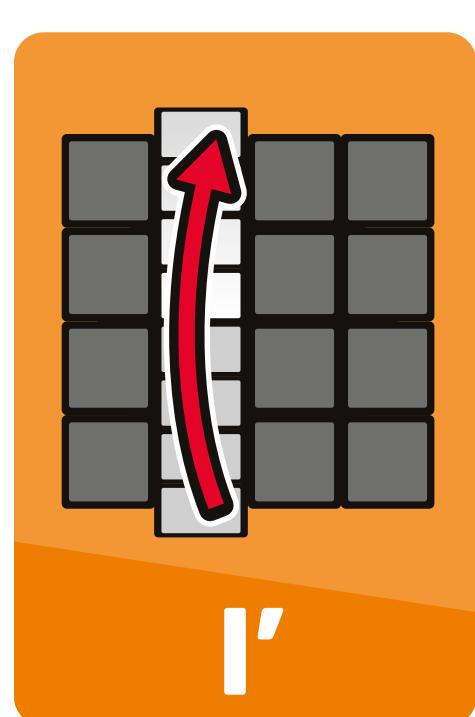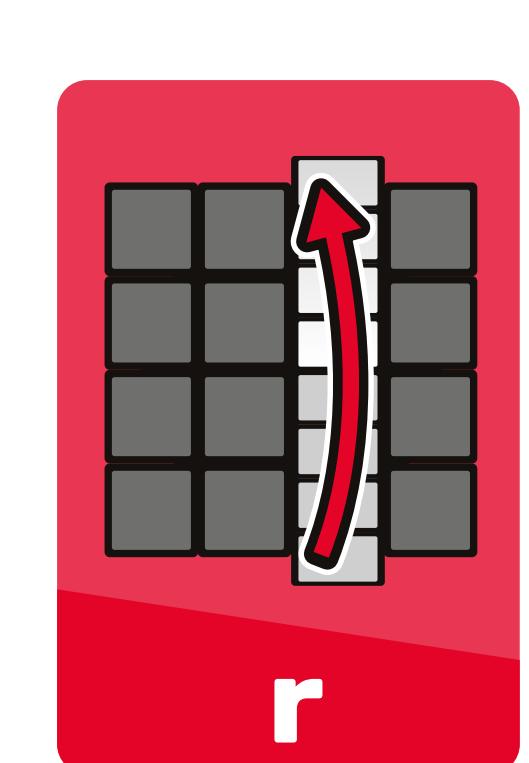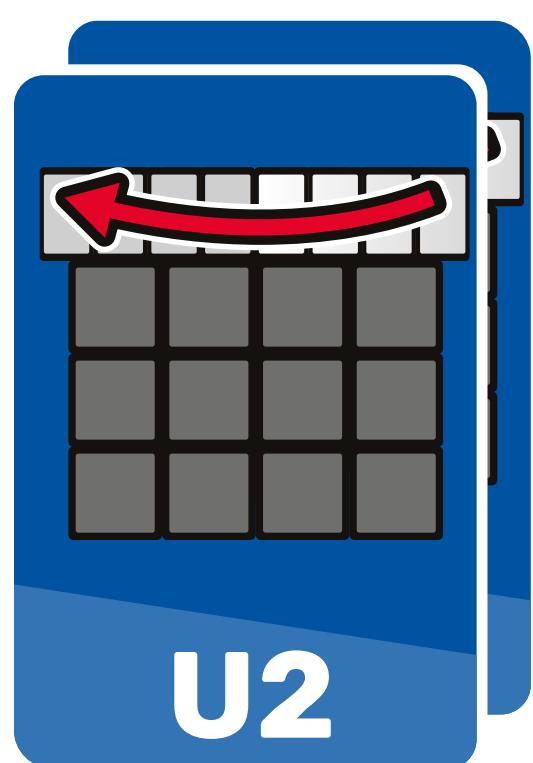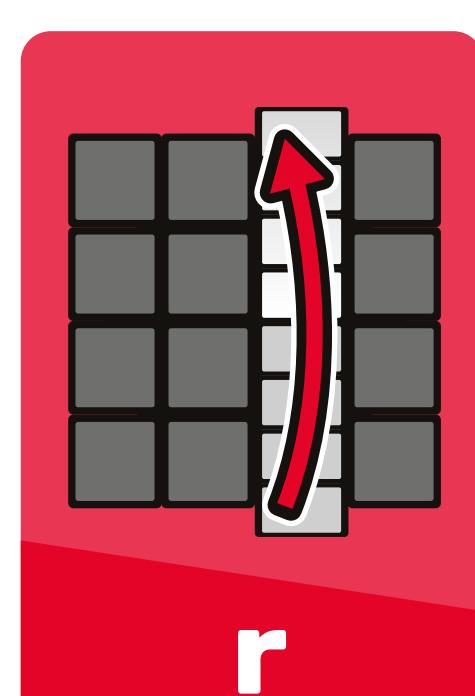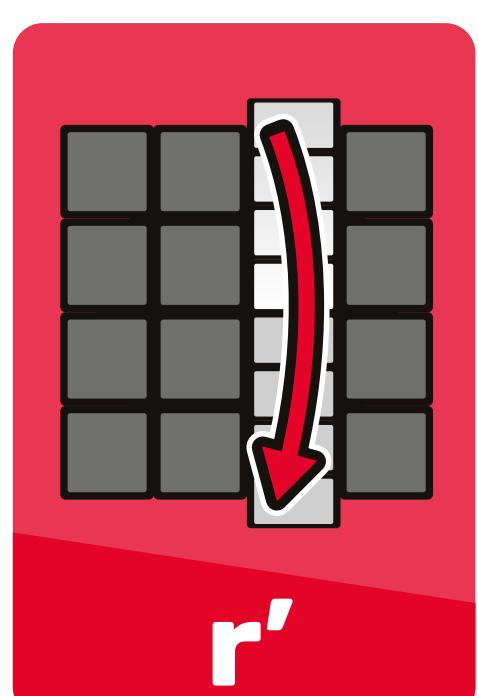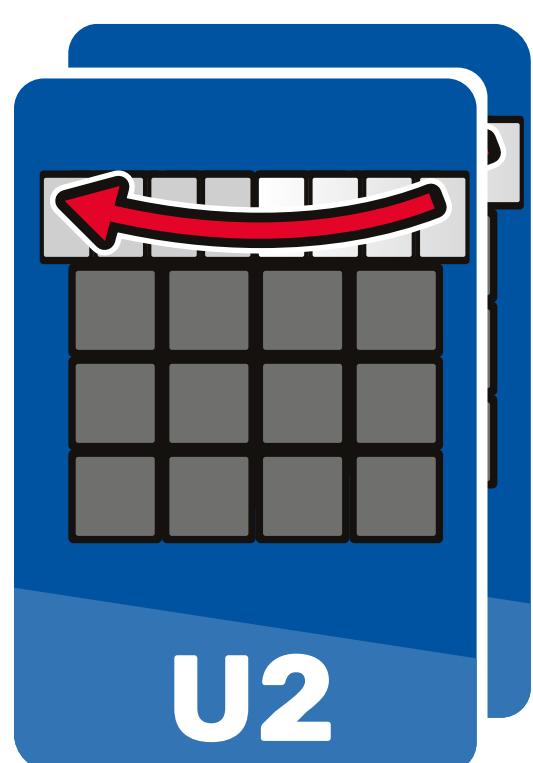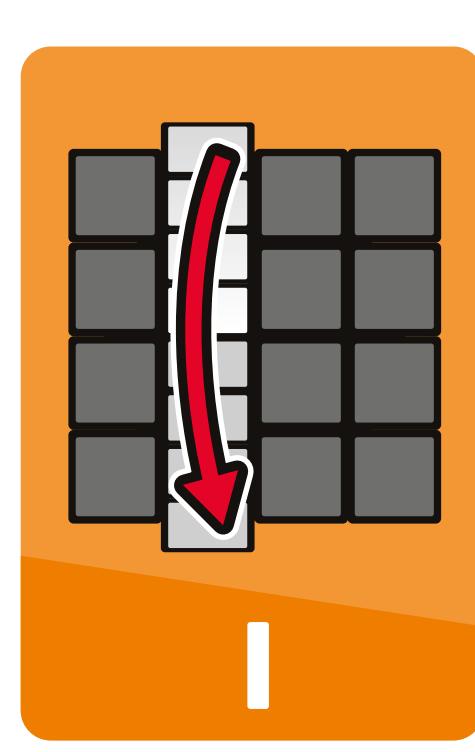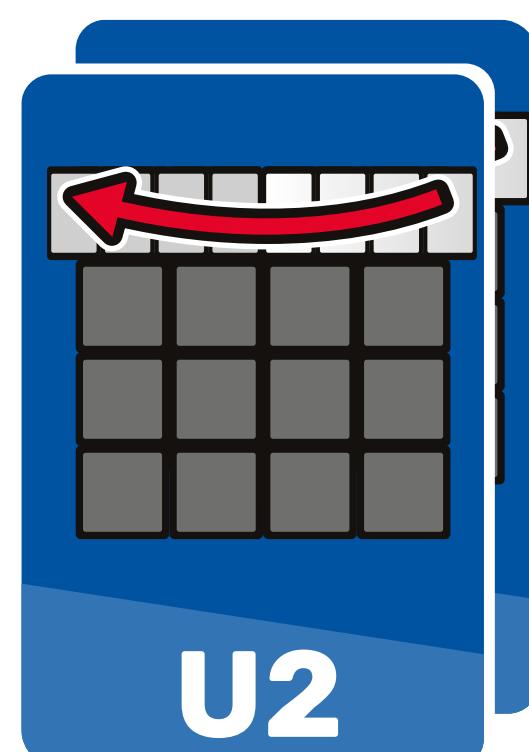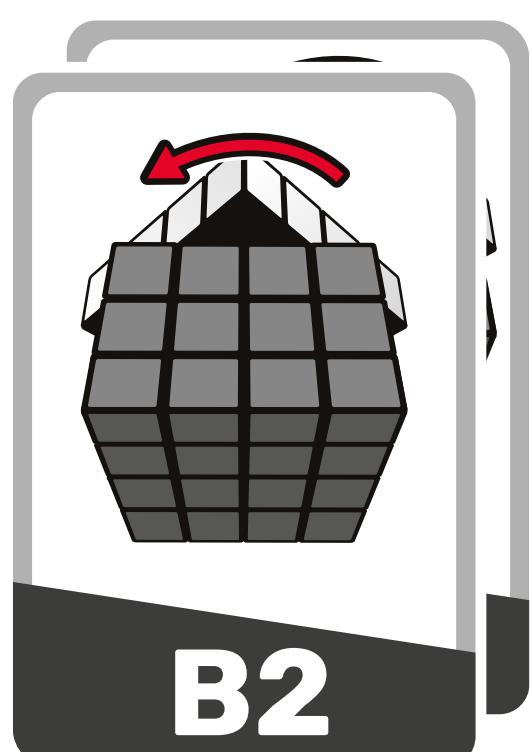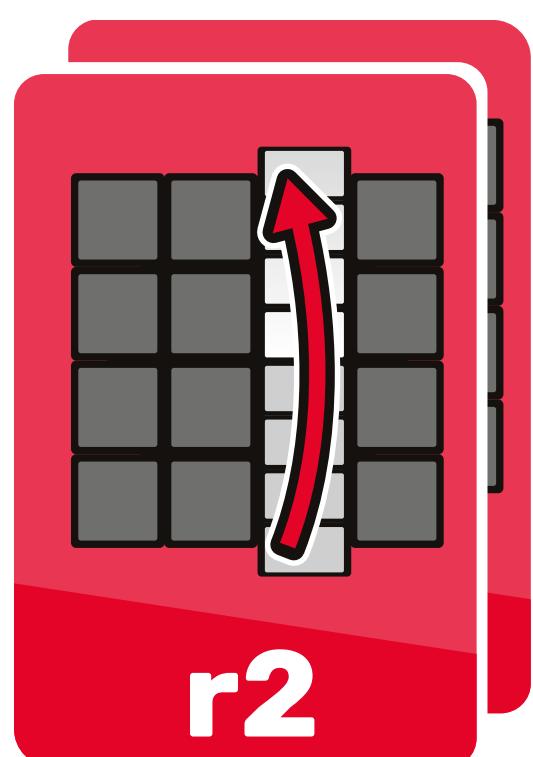
Once you have fixed the parity go to .
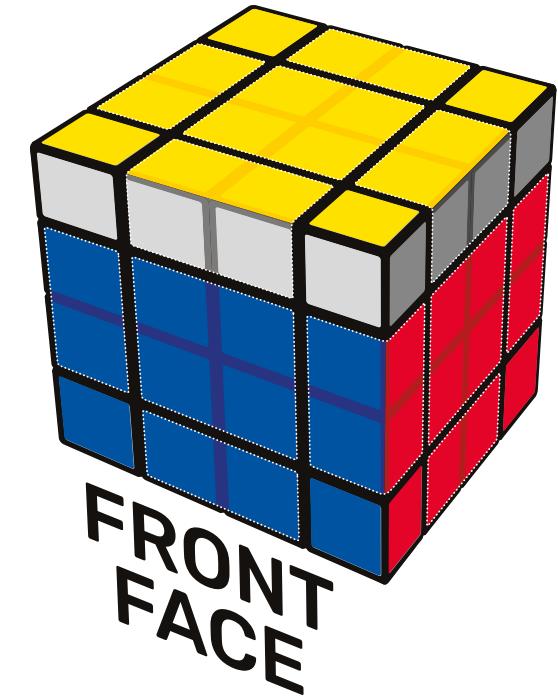
Notice that the LEFT and RIGHT are slice turns. FRONT, BACK, and UP are face turns.

SOLVE THE RUBIK'S MASTER LIKE THE RUBIK'S CUBE
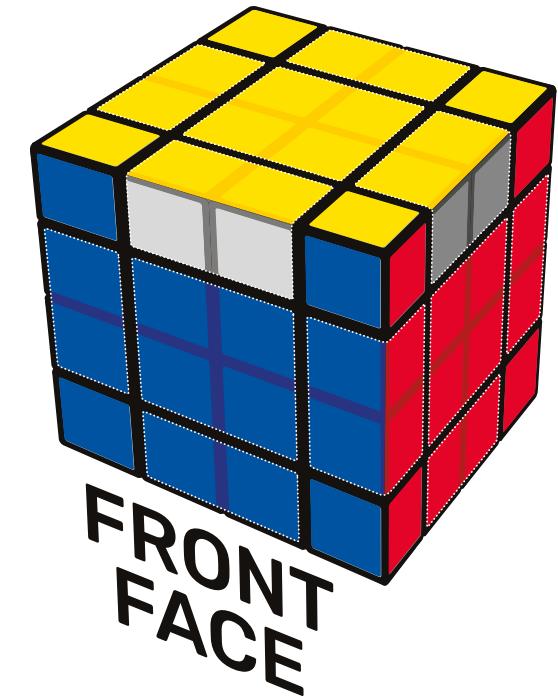
Action 5

Make the UP face all Yellow

FRONT
FACE

Action 6

Position the Yellow Corners

FRONT
FACE

Action 7

Position the final Yellow Edges
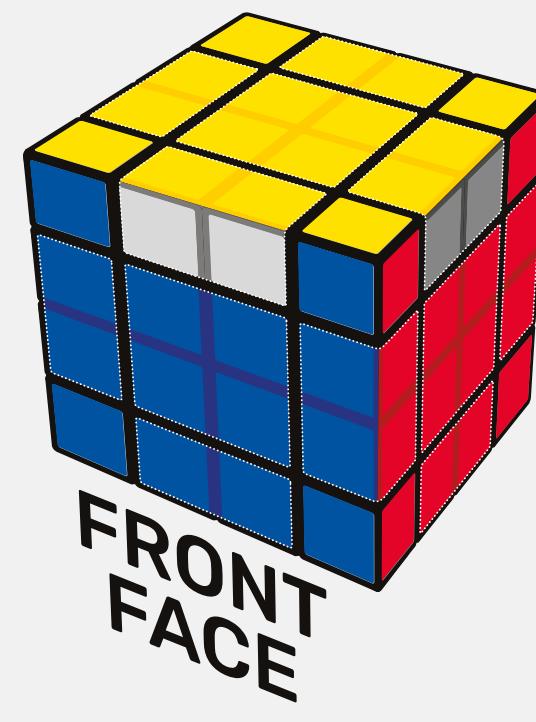
This is where the second parity may occur and you need to use algorithms that are not in the Rubik's Cube Solution Guide.

Determine how many of the Yellow edge pairs are in the correct position, and follow the directions that match your Rubik's Master.

If there are **NO YELLOW EDGE** pairs positioned correctly:
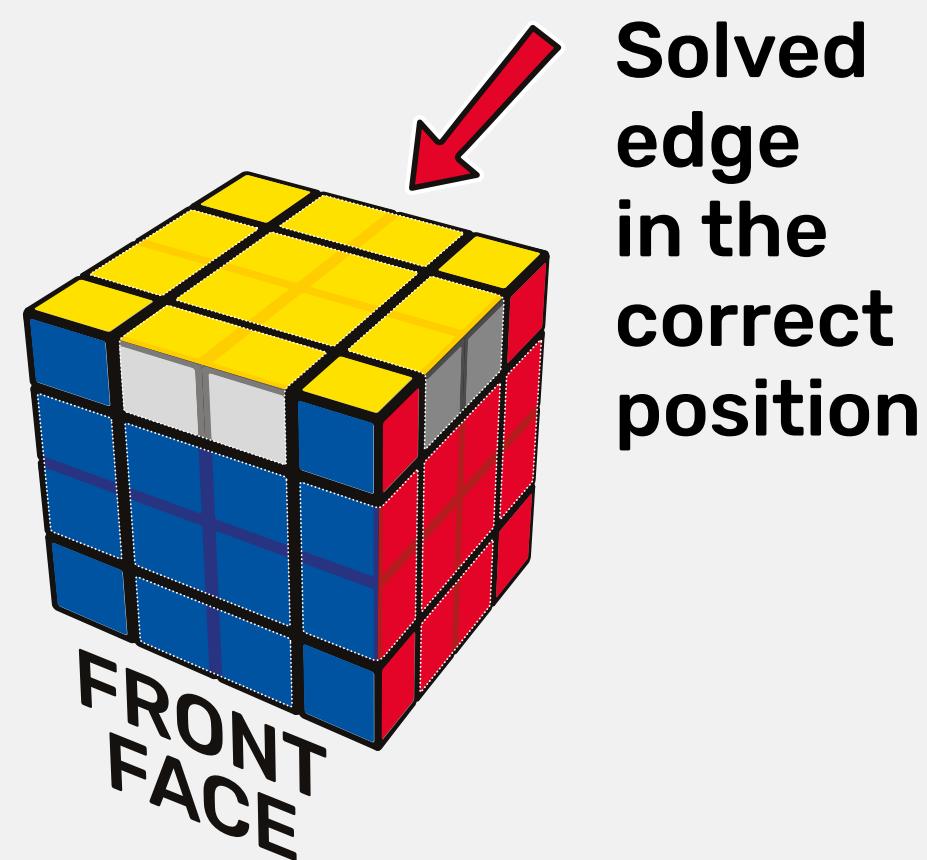
■ Follow the algorithm in the **Rubik's Cube Solution Guide**.
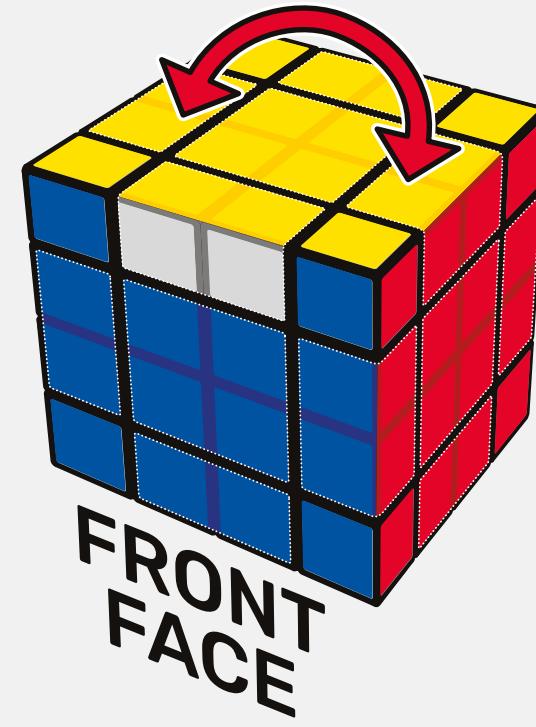
You will end up with 1 or 2 edge pairs positioned correctly.

■ If one Yellow edge pair is now placed correctly, follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow Edges.

■ If two Yellow edge pairs are now placed correctly, follow the directions on the next page.

**FRONT FACE**

If there is **ONE YELLOW EDGE PAIR** in the correct position:

■ Follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow Edges.

Solved edge in the correct position

FRONT FACE

## If the **TWO CORRECTLY PLACED EDGE PAIRS** are **opposite** each other:
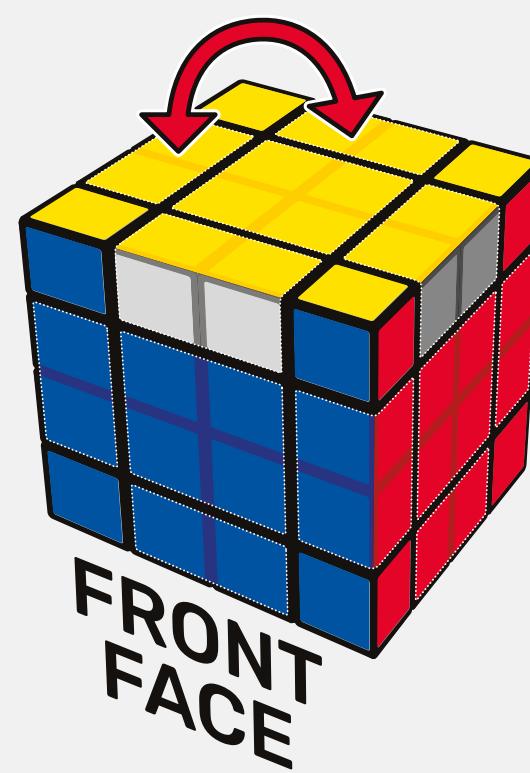
■ Hold the Rubik's Master so the correctly placed edge pairs are on the LEFT and RIGHT faces.

■ **Follow the algorithm on page 26 to fix the parity.**

FRONT FACE
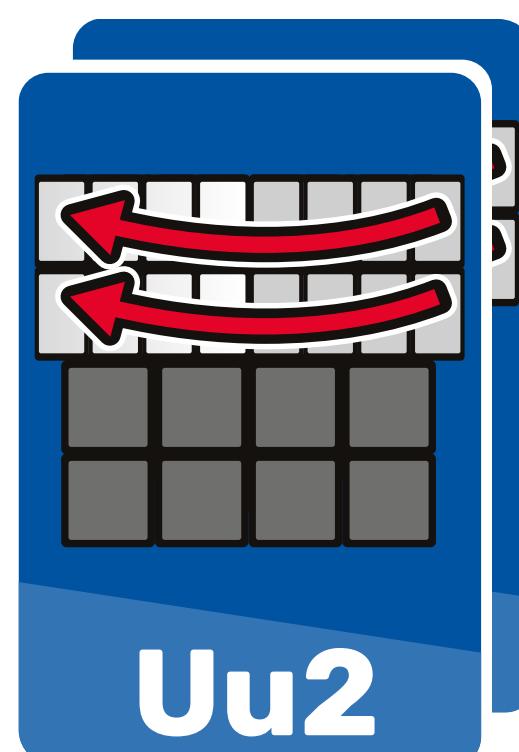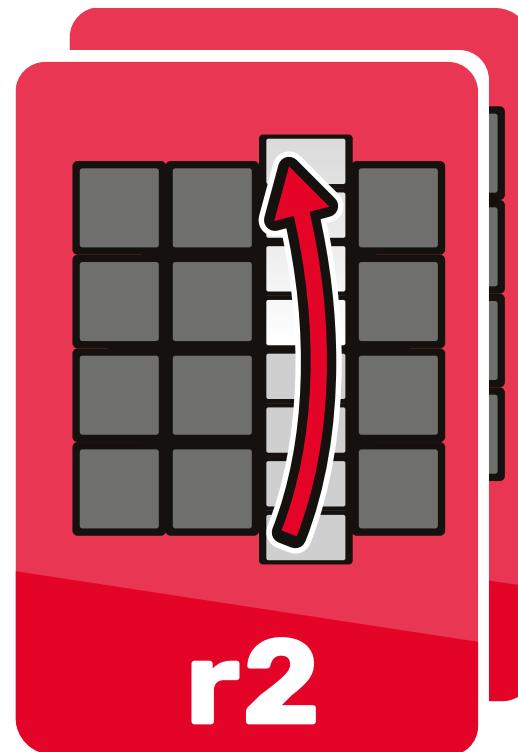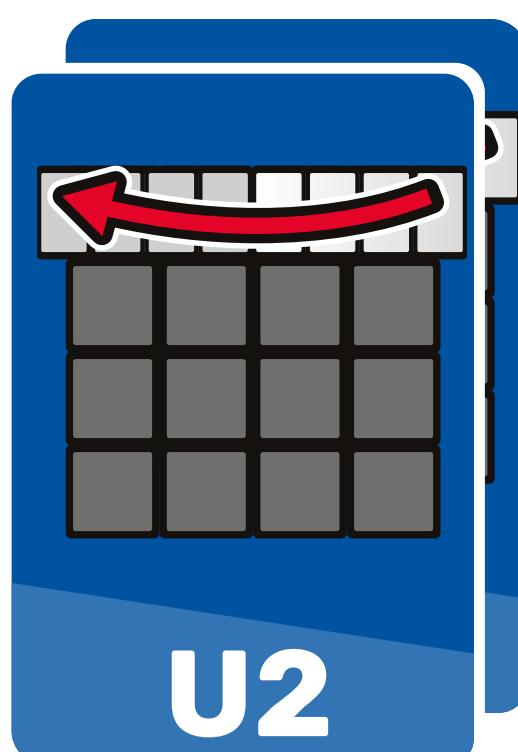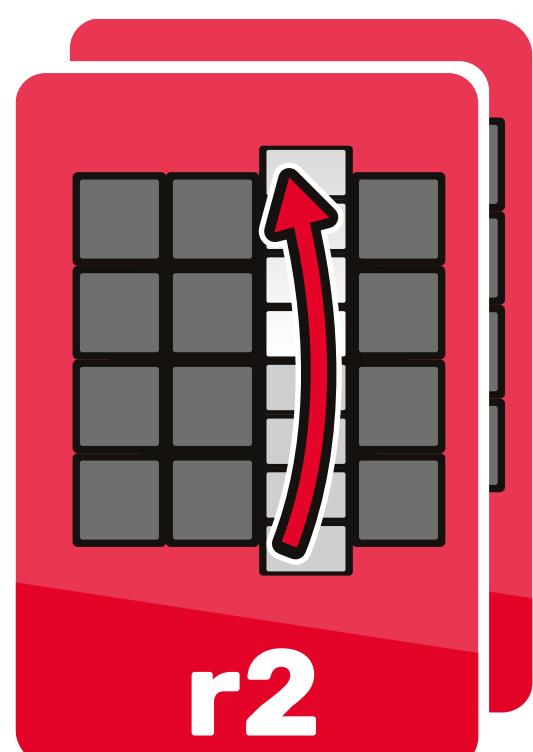
If the TWO CORRECTLY PLACED EDGE PAIRS are adjacent (next to each other):


FRONT FACE
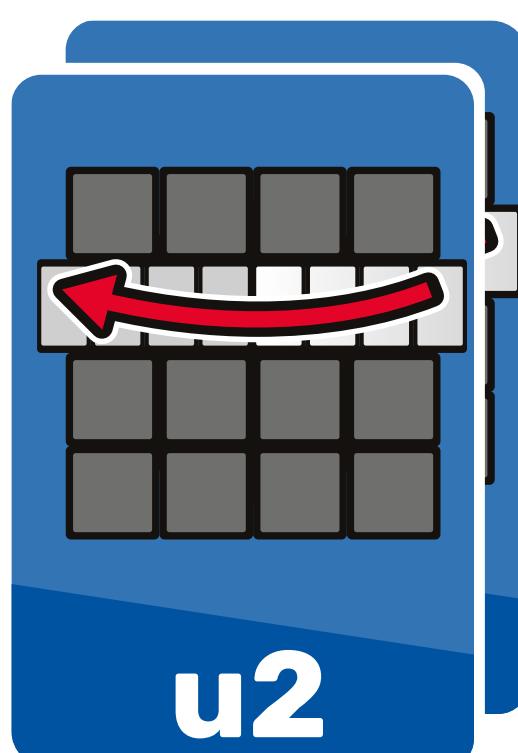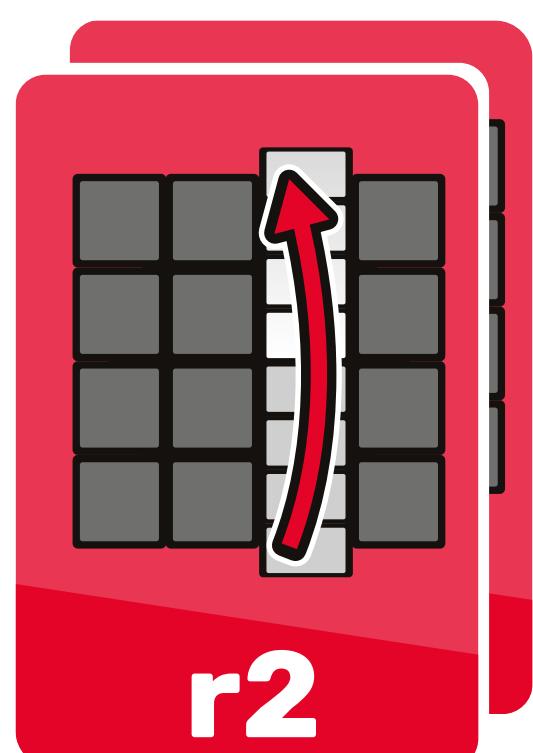
- Hold the Rubik's Master so the correctly placed edge pairs are on the LEFT and BACK faces.

- **Follow the algorithm below to fix the parity.**

- Finally, follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow edges.

**r2** **U2**

Are you?

r2 **Uu2**

Are you you?

r2 **u2**
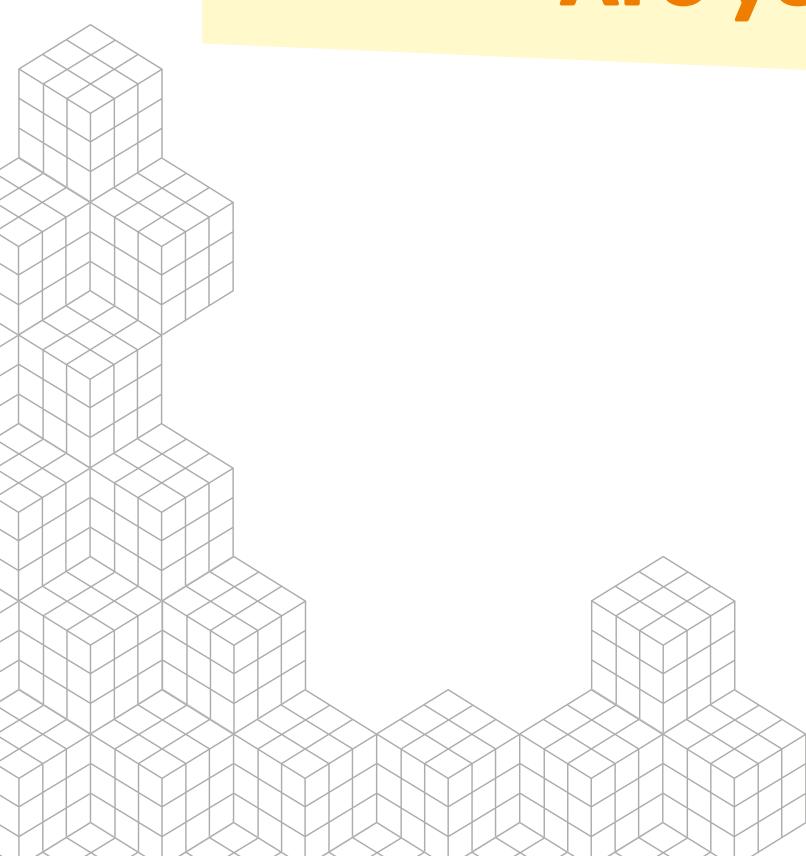
Are you?
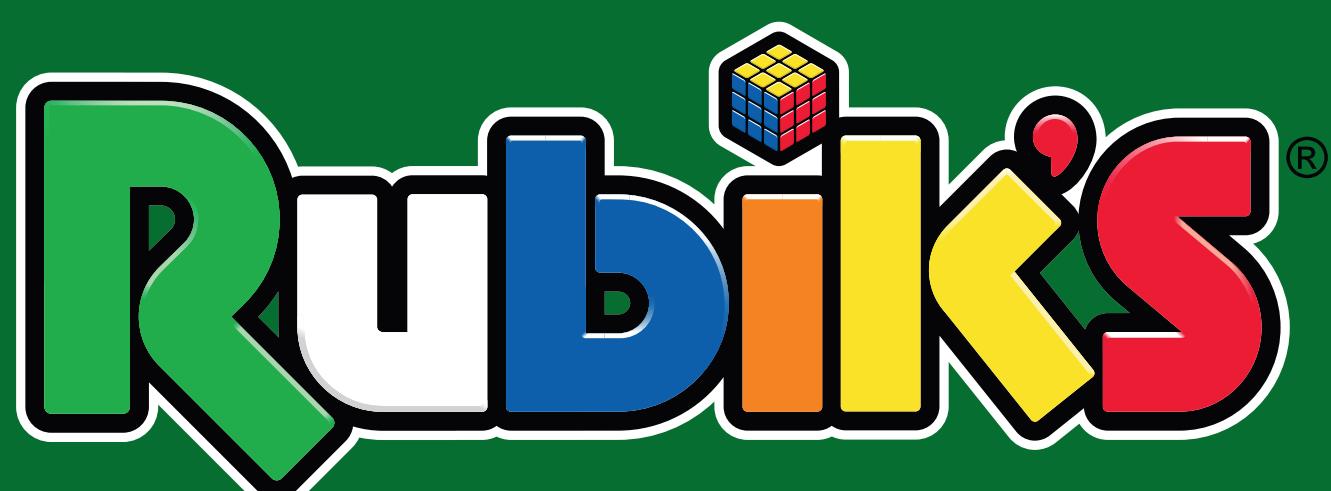
Notice all the RIGHT turns are slice turns. The words are there to help you remember the algorithm.
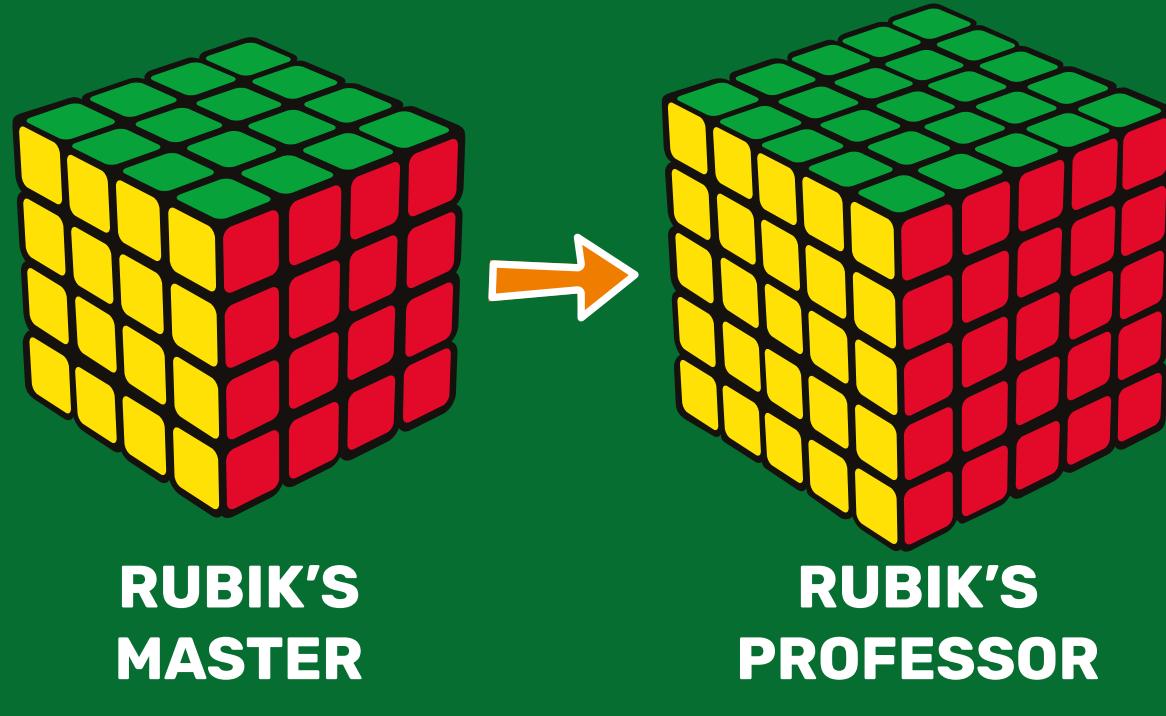
CONGRATULATIONS!

You have solved the Rubik's Master!
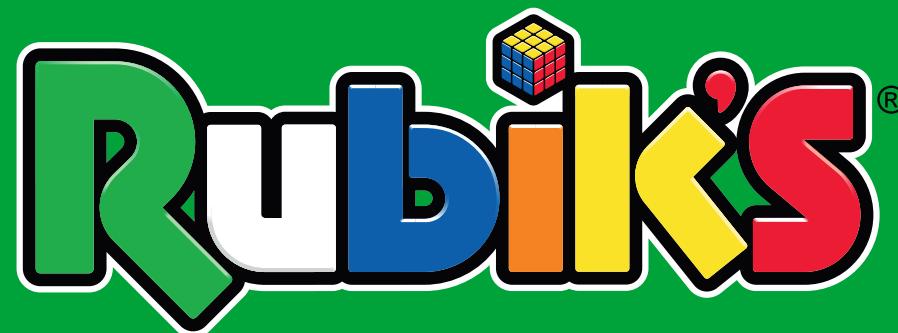
TRY A DIFFERENT CHALLENGE

RUBIK'S MASTER → **RUBIK'S PROFESSOR**

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