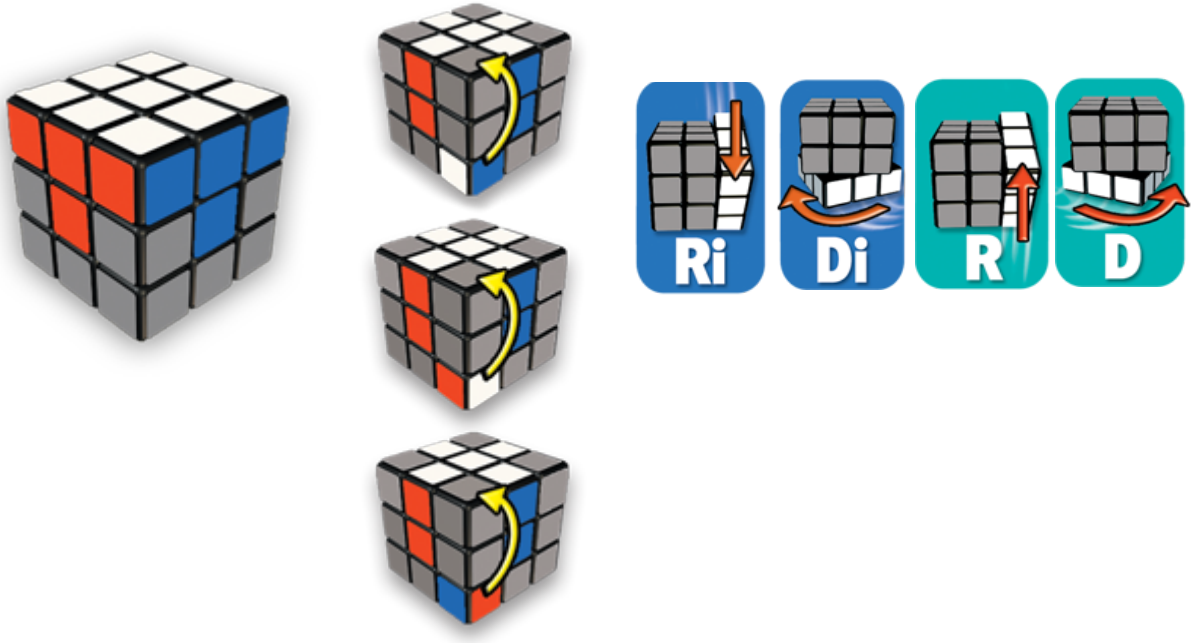
RUBICK'S ALGORITHMS *guide designed by Jaeren William Tredway, jwtredway@unm.edu*
Images collected from rubiks.com, algorithms from Dan Brown https://www.youtube.com/watch?v=HsOIoPyfOzM

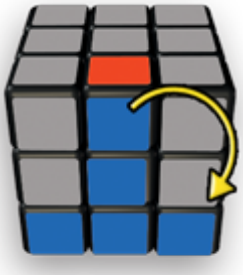
Learn the moves. Right - Left - Up - Down - Face; and each inverted (counterclockwise).

Make white cross with the correct edge pieces (color of each side depends on center piece color). Reverse the edge cubelets with this first algorithm as needed. Keep white UP (on top), relavent edge cubelet on FACE (facing you): *note: the white cubelets on the cards are just showing the part you move*

Place correct white corners.
Move cubelet from bottom row (right lower corner of FACE) up on to top, by repeating THIS:



Put the white side face down.
Make an upside-down ‘T’ on one FACE.
Then to drop the top cubelet to the RIGHT do THIS:



To drop top cubelet to the LEFT do THIS:

Repeat the above two algorithms until you get THIS:

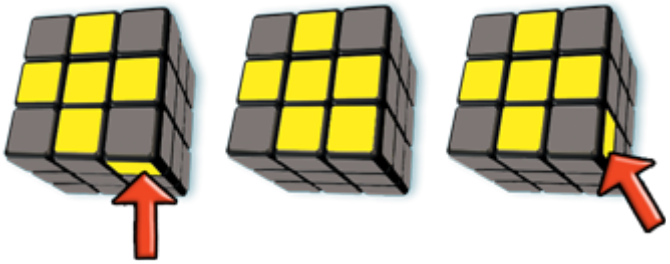
With yellow backwards ‘L’ on top do THIS:

Then with a middle row yellow line on top (going side-to-side), REPEAT PREVIOUS --^

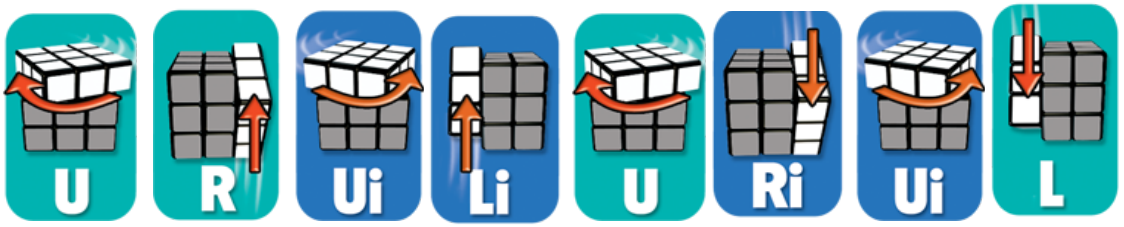
Then with yellow cross on top, rotate the top until two edge cubelets are correct.
Position these correct pieces OPPOSITE SIDE from you and on your RIGHT SIDE, then do THIS:

Then position correct edge pieces OPPOSITE SIDE and FACING you, REPEAT PREVIOUS --^

Now position the cube with the correct yellow cross on top AND first needed corner cubelet in right/nearest corner of FACE (yellow for that corner cubelet can be facing any direction, just make sure all three colors are the correct ones for that corner):

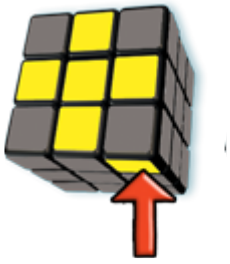


Do this next algorithm maximum TWICE, until all corner cubelets are located in their correct corner *(note: the corner cubelets might still need to be flipped around/ pivoted later, so yellow might not be on top yet. Just make sure the correct cubelet is in each corner)* :



Now with all yellow corner cubelets in their correct corner, solve each right/nearest corner (KEEP YELLOW ON TOP), and then rotate Ui once to solve the next one. **Many runs of this next algorithm (below) can be required to finish each corner.** It looks like everything is getting ruined, but it all comes together in the end.

THIS:



or THIS:

changes to THIS:

By using THIS final algorithm repeatedly for each corner:

Congratulations, you did it!