Beginners Method for the 3x3 Cube

Piece Types



Centers

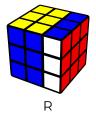


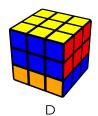
Edges



Corners

Notation







All notation denotes a single clockwise 90° turn of a single face

A counterclockwise 90° turn is denoted by an apostrophe after a letter e.g. R'

A 180° turn is denoted by a '2' after a letter e.g. R2



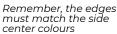


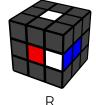
Cross

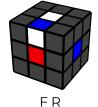


Aim of first step is to create a cross on any of the sides of the cube

This step can be done intuitively, meaning without algorithms











First Layer



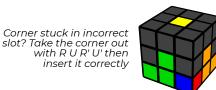
R U R' (U')



(R U R' U') x5



(R U R' U') x3



(R U R' U')





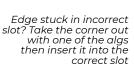
Second Layer



U' F' (R U R' U') R' F R



U (R U' R' U') F' U F





U (R U' R' U') F' U F

Orienting Edges (Last Layer)



Permuting Yellow Corners



Permuting Yellow Corners



U R U' L' U R' U' L

Cycles the back three corners around counter-clockwise



No corner correctly positioned? Use the algorithm once then find a solved corner

Orienting Yellow Corners



Aim of final step is to rotate front right corner. Repeat the alg until the yellow sticker matches the edge, use a U move to put a twisted corner into the front right and repeat the alg until it matches. Repeat until all corners are oriented

