

Cube Solvo *Rubik's Cube (3x3)*

- Get to Know Your Rubik's Cube
- TOP layer: Step 1 - Create Daisy
- TOP layer: Step 2 - Make a WHITE Cross
- TOP layer: Step 3 - Solve WHITE Corners
- MIDDLE layer: Place Edges in MIDDLE
- BOTTOM layer: Step 1 - Make YELLOW Cross
- BOTTOM layer: Step 2 - Orient Corners
- BOTTOM layer: Step 3 - Place YELLOW Corners
- BOTTOM layer: Step 4 - Position YELLOW Edges

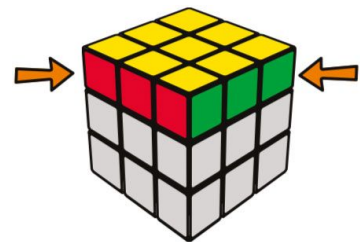
Get to Know Your Rubik's Cube

LAYERS

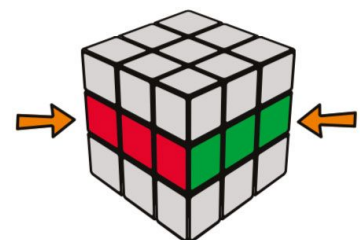
There are three horizontal layers in a 3x3 Rubik's Cube.

Using this guide, you will solve the Rubik's Cube layer by layer.

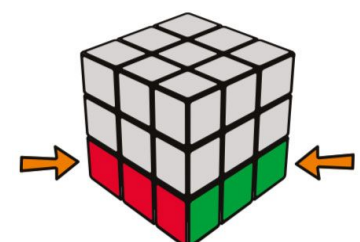
TOP LAYER



MIDDLE LAYER



BOTTOM LAYER

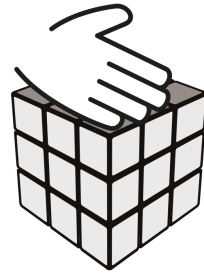


Faces

Each flat surface is a face.

There are 6 faces on a Rubik's Cube.

You can place your palm flat on a FACE.



Centers

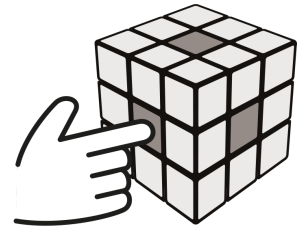
Center pieces have one colored tile.

There are 6 centerpieces.

Center pieces are single tiles, fixed to the internal core.

When correctly solved, each face will be the color of its centerpiece.

You use one finger to touch a CENTER piece.

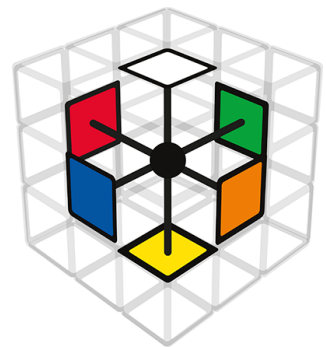


These centerpiece colors are always opposite each other:

WHITE opposite YELLOW

BLUE opposite GREEN

ORANGE opposite RED

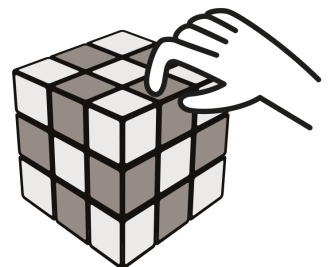
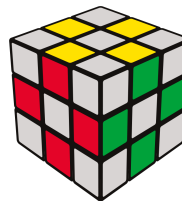


Edges

Edge pieces have two colored tiles.

There are 12 edge pieces.

You use two fingers to pinch an EDGE piece.

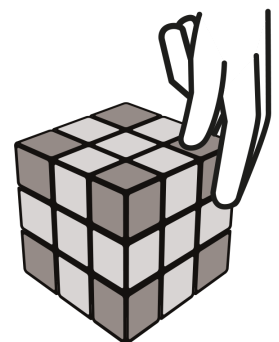
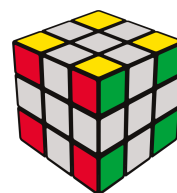


Corners

Corner pieces have three colored tiles.

There are 8 corner pieces.

You use three fingers to touch all the sides of a corner piece.



GET TO KNOW YOUR RUBIK'S CUBE

FACE KEY

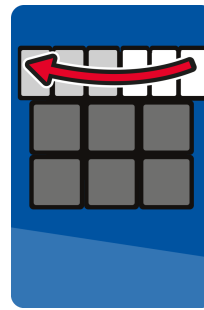
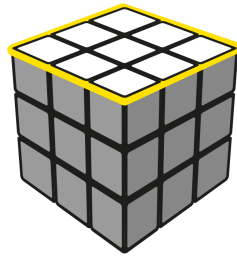
Each face is represented by a letter.

ALGORITHM KEY

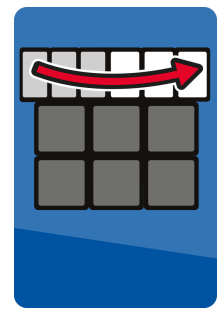
Moves used in this guide.

U =

UP FACE



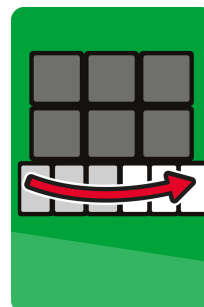
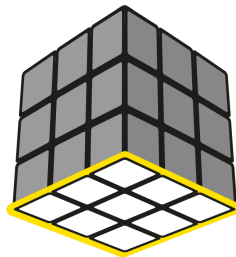
U



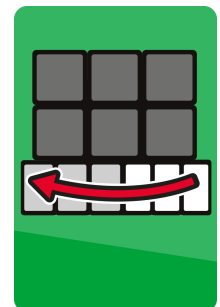
U'

D =

DOWN FACE



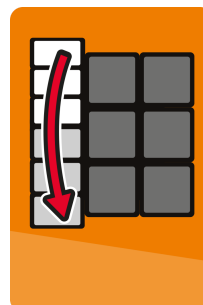
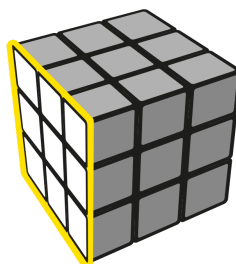
D



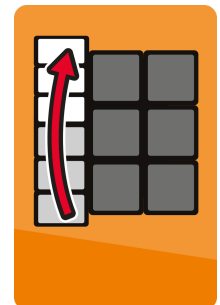
D'

L =

LEFT FACE

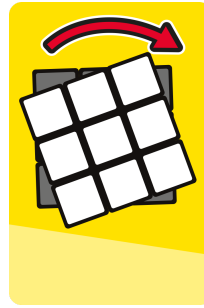
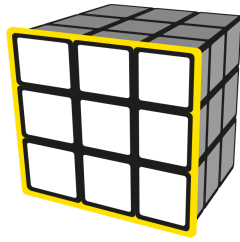


L

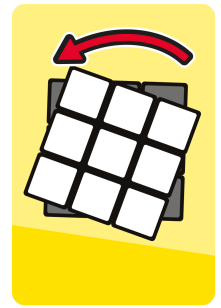


L'

F =
FRONT FACE

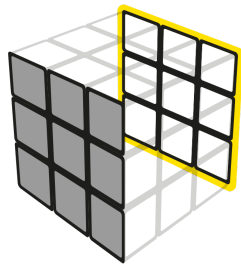


F



F'

B =
BACK FACE

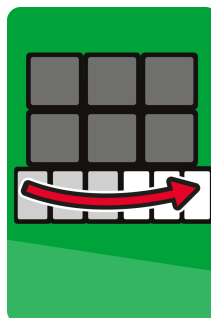
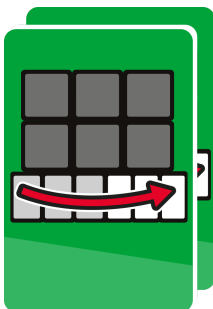


B

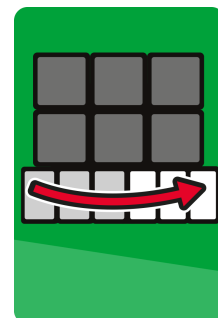


B'

❖ If there is a **2** next to the algorithm letter, turn the face twice.



D

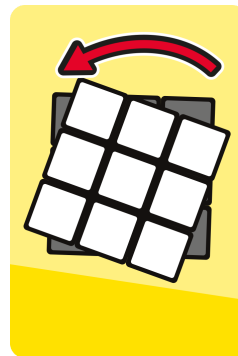


D'

- ❖ 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



IMP Points

- 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 Cube so it stays the FRONT through all of the turns.