GANCUBE

2x2 Beginner Guide

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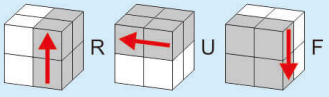
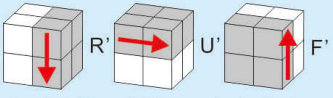
Speed cube algorithms are represented by capital letters, numbers and [']. Each symbol represents specific rotation. Rules are below:

Right Left Up
Down Front Back



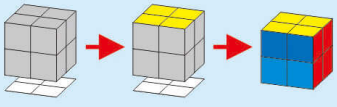
Capital: Turn 90° clockwise



Capital: Turn 90° anti-clockwise
Capital+2: Turn 180° e.g.R2=R+R

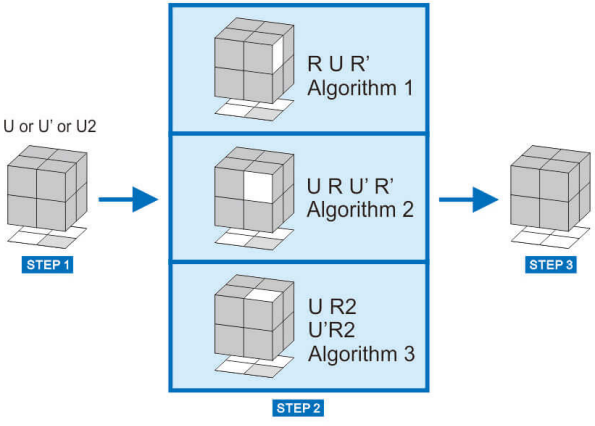
Solving Steps

1.Solve white bottom;
2.Solve yellow top layer;
3.Solve the whole cube.



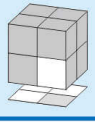
1 | Solve white bottom

STEP 1 Choose any face that contains white as bottom, find white corner at top layer;
STEP 2 Turn corner pieces following formulas as below;
STEP 3 Repeat these steps, until all bottom face are white.



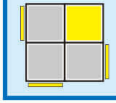
Hints

If there's no white corners at top layer, perform R U' R' or R U R' once as shown, to put white corner at top layer.

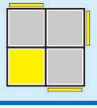


2 | Solve yellow top layer

- View from top , the yellow bars represent yellow pieces on the sides.
- Focus on top side, there are 7 cases in total. Perform the algorithm 4 or 5 once in cases which only one yellow corner is on the top.
- Make sure your cube is in the right position as the diagram view.

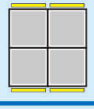
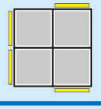
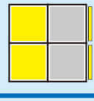
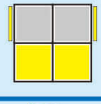
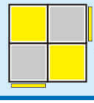
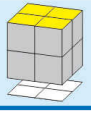


(R U2)
(R' U' R U' R')
Algorithm 4



(R U R' U)
(R U2 R')
Algorithm 5

- The other 5 cases require two algorithms in a row (Alg = algorithm). Perform Alg 4 first.

 Alg 4 + Alg 4	 Alg 4 + U' + Alg 4
 Alg 4 + U' + Alg 5	 Alg 4 + U + Alg 5
 Alg 4 + U2 + Alg 5	 The top side is solved

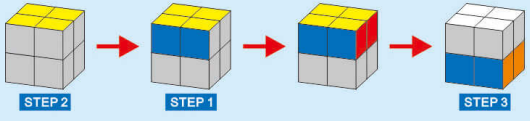
- If you cannot find any of the above cases, it is because there is corner twist. Twist the corner piece in accordance to the cases.

3 | Solve the whole cube

STEP 1 Find corner pieces that have same colors, perform algorithm 6 once. If all the sides are the same color, skip step 2 to step 3.

STEP 2 If the sides of the corner pieces are with different color. Perform algorithm 6 once. Then step 1.

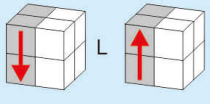
STEP 3 Up-side-down the cube, and performs step1. Till all of the cube is solved.



(R' U)(L' U2)(R U')(R' U2)(L R) Algorithm 6

Hints

- The principle of algorithm 6 is to replace left-back into right-back.
- Mind the direction of L and L'



Hints

- Solve 2 layers at the same time, peform if both layer sides are with different color.
- The principle of this algorithm is to replace opposite angles of the whole cube.

R2 F2 R2