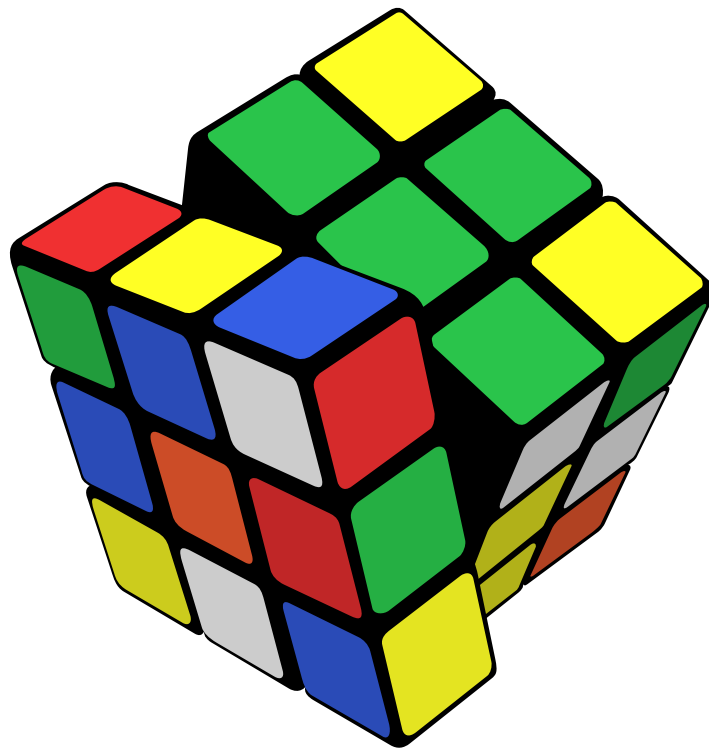


---

# Rubik's Cube

---



## OWNER'S MANUAL

Nakul Joshi  
25<sup>th</sup> October, 2013

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Description</b>	<b>4</b>
2.1	Overall Description . . . . .	4
2.2	Description of Parts . . . . .	4
2.2.1	Central Cross . . . . .	4
2.2.2	Part 2 . . . . .	4
<b>3</b>	<b>Assembly</b>	<b>4</b>
<b>4</b>	<b>Process</b>	<b>4</b>
4.1	Cross . . . . .	5
4.2	Corners . . . . .	5
4.3	Middle Layer . . . . .	5
4.4	Top Cross . . . . .	5
4.5	Top Layer . . . . .	5
<b>5</b>	<b>Conclusion</b>	<b>5</b>

## List of Figures

1	Ernő Rubik with his creation . . . . .	2
2	Cube variants . . . . .	2
3	Cutaway Diagram . . . . .	3

# 1 Introduction

The Rubik's Cube is a three-dimensional tactile and visual puzzle contained within a  $3 \times 3 \times 3$  cube. Each face of the cube can be swivelled independently; the goal of the puzzle is to find a pattern of rotations that leads to a cube where each face is of a uniform, distinct colour. The puzzle tests spatial awareness, visual perception, and dexterity.

It was invented by Hungarian professor of architecture Ernő Rubik in 1974; at the time, Rubik was trying to create an object that could stay intact even as its parts were allowed to move freely. When, after scrambling the object he had made, he found that he could not easily restore its original configuration, he realised its potential as an intriguing puzzle. It was originally patented and marketed as the 'Magic Cube' (Bűvös kocka) in Hungary; however, after failing to secure an international patent, Rubik renamed it the 'Rubik's Cube', in order to gain at least a recognisable name to trademark.



Figure 1: Ernő Rubik with his creation

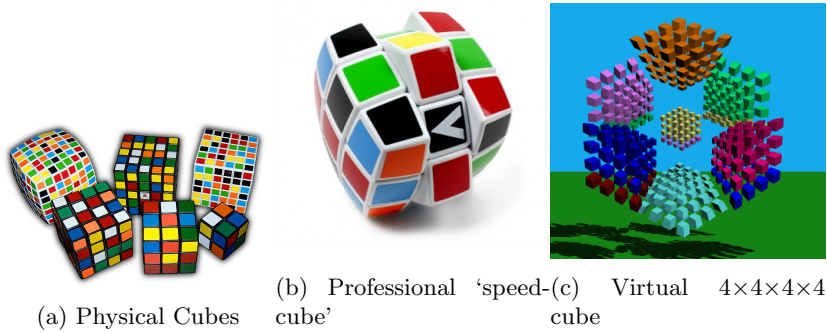


Figure 2: Cube variants

An instant hit in the West, the cube became an icon of the '80s, inspiring a number of contests and clubs. It also spun-off a number of derivative puzzles, from the  $4 \times 4 \times 4$  'Rubik's Revenge' to the  $17 \times 17 \times 17$  'Over The Top'. Further, computer modelling has allowed enthusiasts to play with variants that would be impractical (hundreds or thousands of cubelets) or even impossible (higher-dimension cubes) to build in real life.

The standard cube remains the world's best-ever selling toy, with over 350 million units sold to date. Despite being past the height of its popularity, interest in the cube has endured as mathematicians continue to look for an optimal solution to the puzzle, and an enthusiastic 'speedcubing' community solves the cube faster and faster (with the world record currently at 5.55 seconds).

The standard cube is composed of 26 pieces, also called 'cubelets':

**6 Centre Pieces** These pieces are at the centres of the cube faces. They feature one colour each. As can be seen in Figure 3, these pieces are always stationary relative to one another.

**12 Edge Pieces** Edge pieces are located in between two centre faces. They have two colours each, which determine the final position of the piece<sup>1</sup>. These rotate around the centres.

**8 Corner Pieces** These are located at the corners of the cube, and have three colours each. As with edge pieces, these colours determine the final position of the piece<sup>2</sup>.

This gives a total of  $6 \times 1 + 12 \times 2 + 8 \times 3 = 9 \times 6 = 54$  facelets.

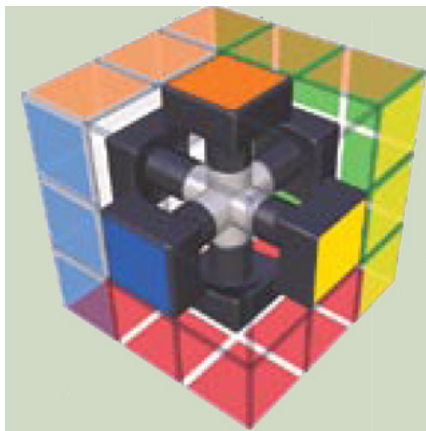


Figure 3: Cutaway Diagram

<sup>1</sup>For example, in Figure 3, the blue-orange edge would go between the blue and orange centres. Since blue and green are opposite to each other, there is no blue-green edge.

<sup>2</sup>The blue-orange-yellow corner goes between the blue, orange and yellow edges. There is no blue-orange green corner.

## 2 Description

### 2.1 Overall Description

**Dimensions** 57 mm  $\times$  57 mm  $\times$  57 mm

**Weight** 100 g

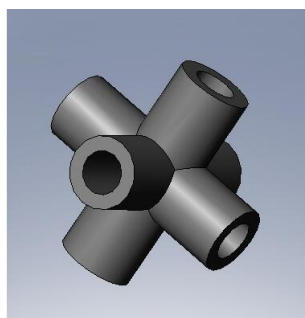
**Material** Hard plastic

**Appearance** Black; individual facelets are coated by a brightly coloured sticker to differentiate the faces.

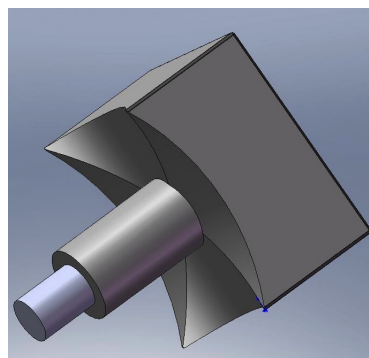
### 2.2 Description of Parts

#### 2.2.1 Central Cross

The central 3D cross holds the cube together. It has a yoke 4a, along which are attached the six centre facelets 4b.



(a) Yoke



(b) Centre facelet

#### 2.2.2 Part 2

## 3 Assembly

## 4 Process

This section presents the ‘Layer Method’ for solving the cube. This algorithm is far from optimal, but is easy for beginners to learn.

**Notation** The Rubik’s cube community has developed the following standardised notation:

- 4.1 Cross
- 4.2 Corners
- 4.3 Middle Layer
- 4.4 Top Cross
- 4.5 Top Layer
- 5 Conclusion