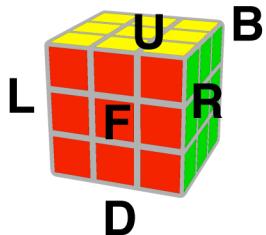


RUBIK'S CUBE SOLUTION GUIDE

NOTATION

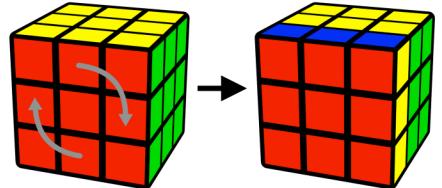
The cube has six sides:

- Front (F), Back (B),
- Left(L), Right (R),
- Down (D), and Up (U)



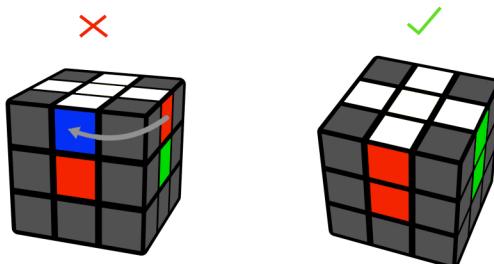
- Clockwise:
U, R, F, B, L, D
- Counter-clockwise:
U', R', F', B', L', D'
- Double-turn:
U2, R2, F2, B2, L2, D2

Example Move: F



CROSS

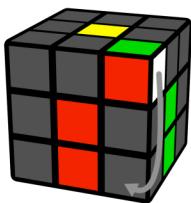
Place four white edges around the white center.



Make sure the edge colors match the centers.

FIRST LAYER CORNERS

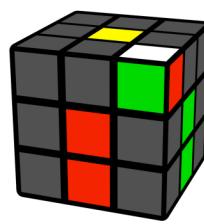
Select white corners in the top layer and move them down one at a time.



Right Trigger:
R U R'



Left Trigger:
L' U' L

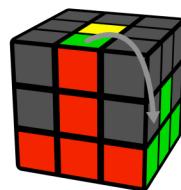


R U2 R' → try again

MIDDLE LAYER (EDGES)



U' (L' U L) → re-insert

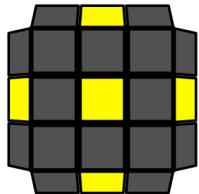
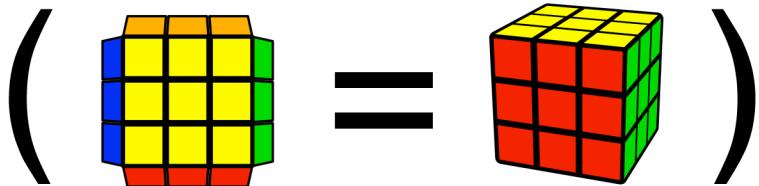


U (R U' R') → re-insert

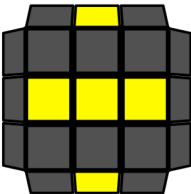
U = yellow face

LAST LAYER EDGE ORIENTATION

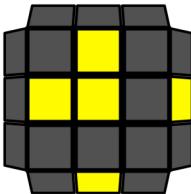
Keep reducing it to the next diagram.



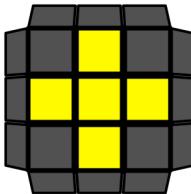
F U R U' R' F'



F U R U' R' F'



F U R U' R' F'



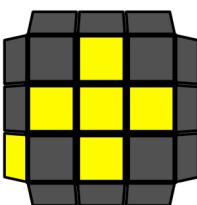
(or solve directly: F R U R' U' F')

Not 1

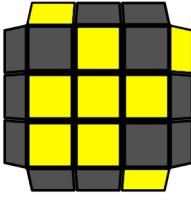
1

LAST LAYER CORNER ORIENTATION

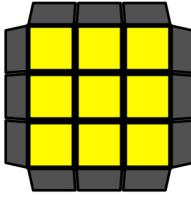
Repeat Sune until one yellow corner faces up.



Sune:
(R U R') U (R U2 R')

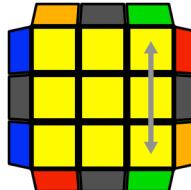


right Sune

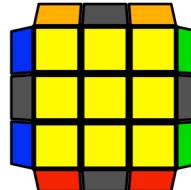


LAST LAYER CORNER PERMUTATION

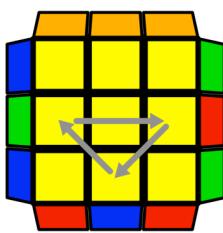
Align two corners.



R U2 R' U' R U2 L' U R' U' L



LAST LAYER EDGE PERMUTATION



to cycle the other way,
Left Sune + U' +
Right Sune + U

Right Sune + U + Left Sune + U':
(R U R') U (R U2 R') U (L' U' L) U' (L' U2 L) U'