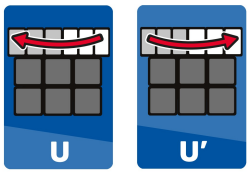
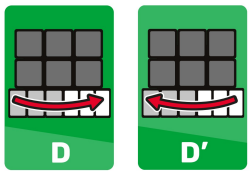
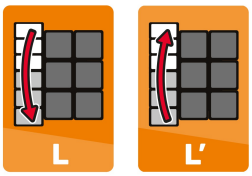
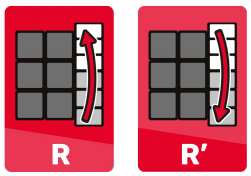
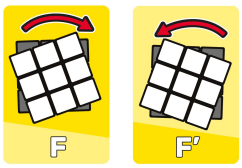
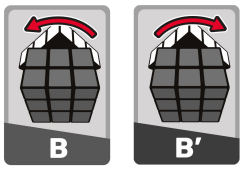




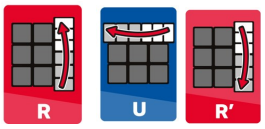




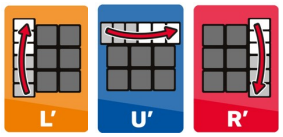




- **Right Trigger = R U R’**



- **Left Trigger = L’ U’ L**



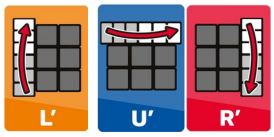
Step One: Make the Daisy

Step Two: Create the White Cross

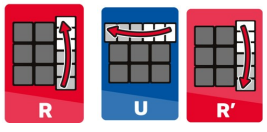
Step Three: Solve the First Layer

Look for white stickers on the top layer that face the sides

Each white sticker should be on a corner piece with three stickers. Rotate the top face of the cube so that the sticker beside the white sticker that is also outward facing (i.e., not the sticker on the top) diagonally matches the center of the same color.



Left Trigger

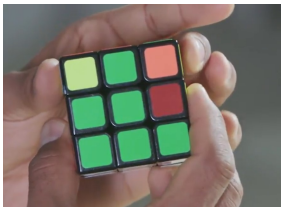


Right Trigger

Step Four: Solve the Middle Layer

Identify edge pieces on the top layer that do not have yellow stickers.

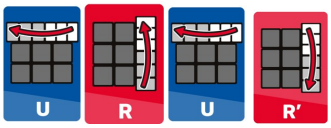
rotate the top face of the cube until the outward facing sticker on that edge piece is directly over the center piece of the same color



U + Right Trigger

Doing so will disturb the first layer.

Fix the displaced white corner sticker as you did in step three.



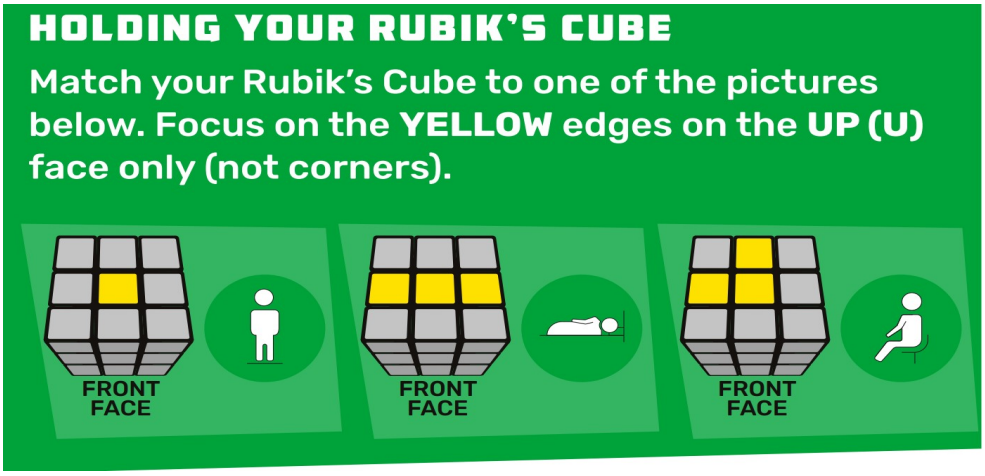
Otherwise

U' + Left Trigger

Doing so will disturb the first layer.

Fix the displaced white corner sticker as you did in step three.

Step Five: Create the Yellow Cross (same)



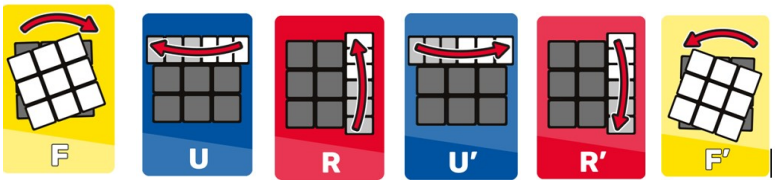
If your top face has no yellow edge pieces, perform ***F U R U' R' F'.

If your top face has two yellow edge pieces such that they form a line with the center yellow piece, orient the cube such that the three yellow stickers form a vertical line and perform ***F U R U' R' F'.

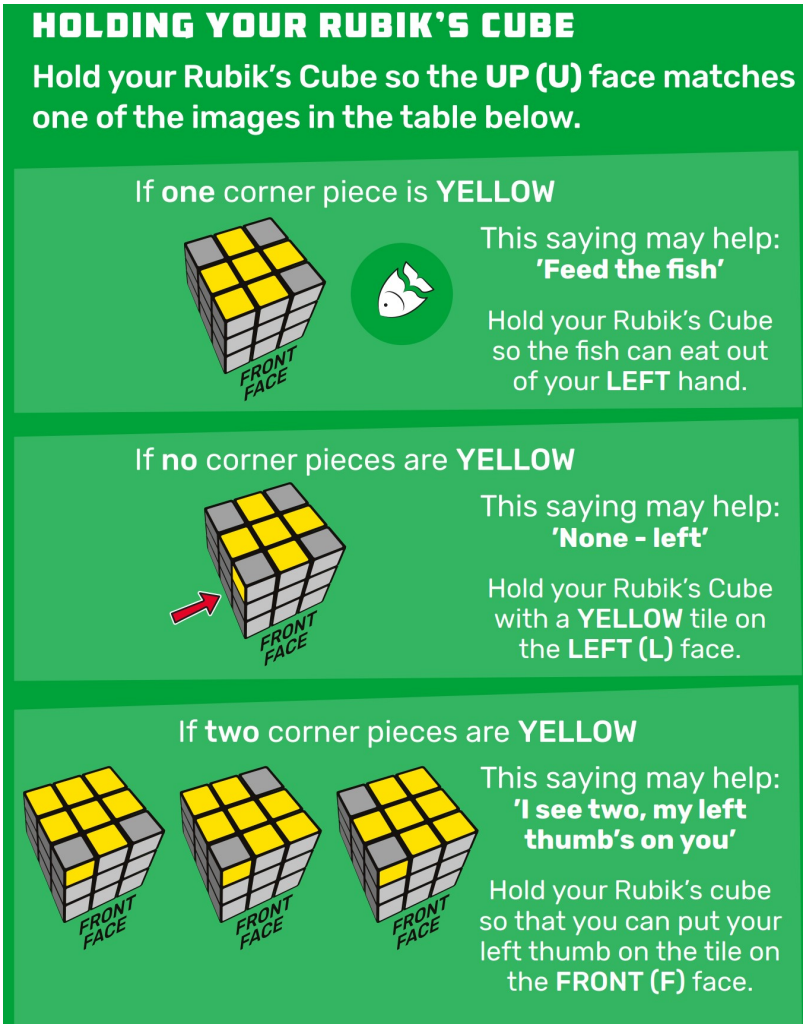
If your top face has two yellow edge pieces such that they form a backwards L, rotate the top face of the cube until the edge pieces are at the 12 and 9 positions of a clock and perform ***F U R U' R' F'.

At this point, the top face of your cube should resemble a yellow cross.

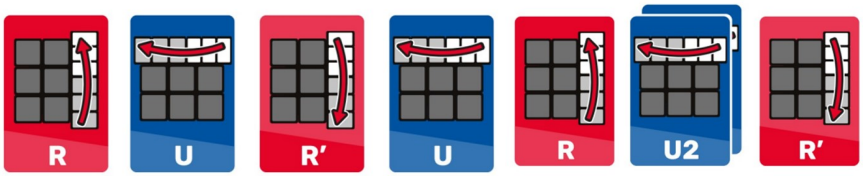
F U R U' R' F'



Step Six: Solve the Yellow Face (same)

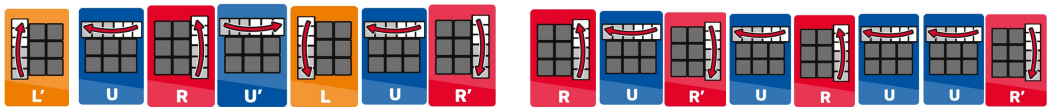


R U R' U R U2 R'

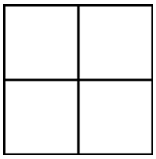


Step Seven: Position the Corners of the Cube (different)

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

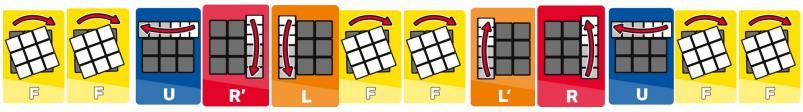


The above algorithm swaps corners A and B

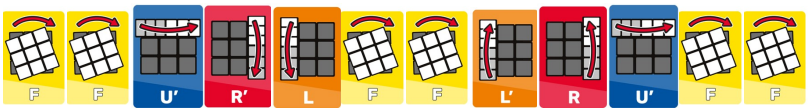


Step Eight: Position Edges: (same)

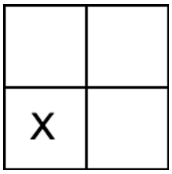
F2 U R' L F2 L' R U F2 (clockwise)



F2 U' R' L F2 L' R U' F2 (counter-clockwise)



The goal of this step is to cycle the position of the cube's edge pieces. The following algorithms will cycle the positions of the edge pieces labeled X, Y, and Z in a clockwise or counter-clockwise fashion, respectively



* https://www.wired.com/story/how-to-solve-a-rubiks-cube-step-by-step/