Solution to the Rubik’s Cube

Algorithms

F2L algorithms – You need to know 2

Right – uRUrUfuF

Left –ULuluFUf

Yellow Cross – Need to know 2

Dot-L – FuRUrf

Line – FRurUf

Yellow Top

If there are no solved corners, ensure there is a yellow face on the left face.

If there is 1 solved corner, put it on the Bottom-Left-Top Position.

If 2 are solved, have a yellow face in Front-Left-Top Position.

After orientating your cube, execute the following algorithm:

Top – RuruRuur

Yellow Corners

Looking at your cube face on, the corners are

A B

C D

Executing the algorithm below swaps the corners C & D.

Switch - rFrbbRfrbbRRU

Repeat until the corners are in the right place.

Yellow Edges

Your cube’s top face:

A B C

**D** E **F**

G **H** I

If there is a solved face, put it at the back. Work out whether D F and H need to move clockwise or anticlockwise and execute the relevant algorithm.

Clockwise – FFulrFFLRuFF

Anticlockwise – FFUlrFFLRUFF

Execute this as many times as you need to.

If there are no right edges, just execute one of these and go from there.