# RUBIK'S CUBE EASY SOLVE GUIDE master the cube! 



## KA=F THIS IN MIND

Most speedcubes have the same color arrangement as below with white opposite yellow, orange opposite red, green opposite blue. If the colors on your cube do not match, you can still use this guide!


## GEt FAMLLAR WHE TUE GUBE



Center pieces have one color each and do NOT move. There are six center pieces.

Edges have two colors per piece. There are twelve edge pieces.

Corners have three colors per piece. There are eight edge pieces.


## SOLTING TUE WHUE CROSS

## STIP 1

Start by creating the flower on the UP LAYER. Place four white edge pieces in any order around the yellow center piece ignoring the position of the corner pieces.


## SIEP

After completing the flower, turn the UP LAYER until the second color of a white edge matches with the center piece on the front layer and hold it as shown below. Perform the algorithm below and repeat until there are no white edges around the yellow center.


## Creating the flower is mostly intuitive but here are two tips that will make it easier!



If a white sticker is flipped hold the yellow center on the UP LAYER face and the flipped edge on the FRONT LAYER \& perform the following algorithm.


To move a white sticker to the red location hold the cube as shown and perform the following algorithm.


## YOU SOLIED THE NUUIE GROSSb

(Double-check that the second color on all four white edges matches the center piece that they are touching. For example, the white/blue and white/orange edges match the blue, and orange center pieces.)


## SOLUING THE WHHE CORNERS

## STIP 3



Hold the cube so that the white center is the DOWN LAYER and the yellow center is the UP LAYER.


Turn the UP LAYER until a white corner is in the position highlighted in red.


Make sure that the other two colors of the corner match with the two centers that the corner is in between.

## STIFP 4



Repeat Step 3 until all white corners are in the solved position. If there is a white corner in an unsolved position on the DOWN LAYER you can use the algorithm from Step 3 (one time) to bring it to the UP LAYER and then proceed as normal.


If the colors do no match, turn the UP LAYER until you find a white corner that matches.

Use this algorithm to move the corner into the solved position. Repeat this algorithm until the corner is solved.


The corner is now in the solved position.

YOU SOLIED THE FHBT LAYER


## SOLVING TUE SECOND LAYER

## STIP 5

Hold the cube so that the white center is the DOWN LAYER and the yellow center is the UP LAYER.

Find an edge piece on the UP LAYER that does not have a yellow sticker.

Turn the UP LAYER until the edge piece matches with a center piece. In this example, the orange sticker on the orange/blue edge matches with the orange center piece.

## FIIPPAD EDCE



If an edge piece is in the correct slot but needs to be flipped, hold the cube as shown above and use the Right Swap algorithm. This will move the edge to the UP LAYER and allow you to resume from Step 5. This can also be used to bring an incorrectly placed edge to the UP LAYER.

Identify the second color on the matched edge from Step 5 (the color that is not matching with a center piece. In our example, this would be the blue sticker) and check if it needs to move to the left or right slot and use the Left or Right Swap algorithm (shown below). In our example, the second color is blue which needs to go to the right slot since the blue center is on the RIGHT LAYER.


Left Swap


Right Swap

## LaTS SNAP



## YOU SOLIIED TLE S:GOND LEYER

(Double-check that all edge pieces in the second layer are solved.)


## SOLUNN THE YELLON GROSS

## STIP 7

After completing the second layer you will have one of the following patterns on the UP LAYER:

Repeat this step until you have the yellow cross on the UP LAYER.

If you have the Yellow Cross (Fourth Example), move on to Step 8. If you have one of the above cases, hold the cube as shown above to match one of the above cases and use the algorithm below.
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## STIP 8

Turn the UP LAYER to match up solved edges and identify which case you have. If all yellow edges are in the solved position, move on to Step 10. If you don't have any solved yellow edges, case 1, or case 2, use the algorithm on Step 9 holding the cube as shown below.



After completing the algorithm, turn the UP LAYER to match up the solved yellow edges and start again from Step 8 until all yellow edges are in the solved position.


## YOU SOLTIED TUE YELLON GROSSA

The yellow cross should be solved with all edges matching the center piece that they are touching.

## SOLUING TLE YELLOW CORNERS

## STIEP 10

Rotate the entire cube while keeping the yellow center as your UP LAYER and check to see which case you have:

(Case 1)
One corner in the correct location but needs to be flipped

(Case 2)
All corners in the correct location but need to be flipped


One solved corner

(Case 4)
One solved corner, other corners in the correct location but need to be flipped.
(Case 5)
If none of the yellow corners are in the correct location use the algorithm from Step 11 to get to one of the cases and proceed from the beginning of Step 10. For case 1 and 3, hold the cube as shown and use the algorithm shown on Step 11 to move the yellow corners into the correct location. For case 2 and 4, proceed to Step 12.


Now all of the yellow corners should be in the correct location but some may need to be flipped to be solved. Turn the UP LAYER to move an unsolved corner into the location highlighted in red on Step 12.


After moving an unsolved corner to the red location, use the following algorithm until the unsolved corner becomes solved.

It may take more than one execution of the algorithm for the corner to solve and if the cube looks scrambled after the corner is solved don't worry it is normal!

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After the corner is solved, be sure to keep holding the cube from the same position and turn the UP LAYER to move another unsolved corner into the red location and repeat Step 12. After you do this for all unsolved corners, the cube will be solved! Congratulations! Now go show your friends and family your new skill!

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