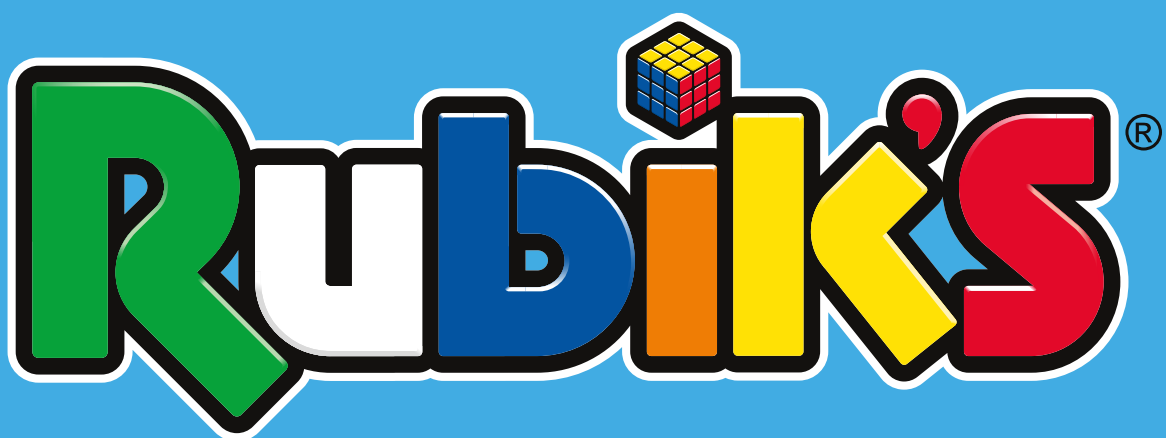
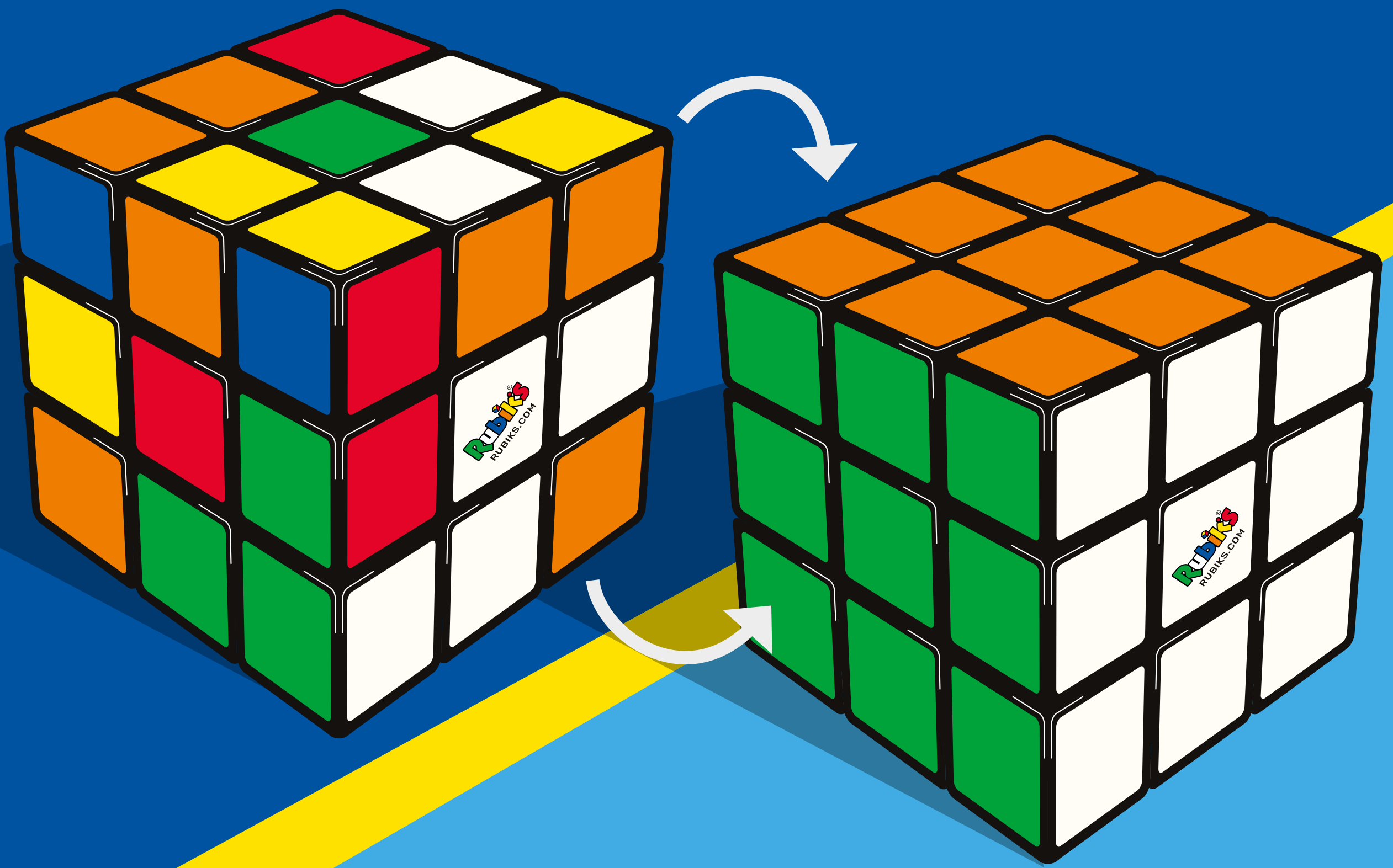




# YOU CAN DO THE RUBIK'S CUBE

## Solution Guide

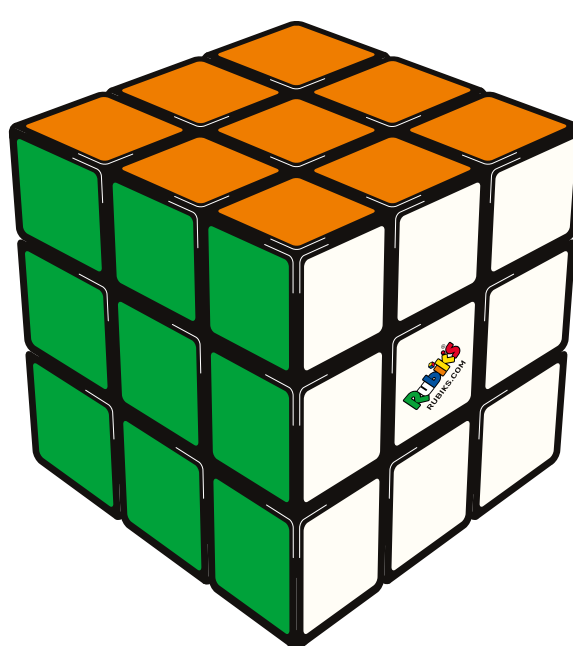


## HOW TO USE THIS GUIDE

- You will be learning the layered method to solve the Rubik's® Cube. After you learn this method, you can add speed cubing moves when you are ready.
- Throughout the guide you will see this symbol to indicate helpful tips. Take the time to read the tips closely.



- The gray areas on the Rubik's Cube mean that at the stage you are working on, the color of the gray pieces doesn't matter.



## **TIPS FOR SUCCESS**

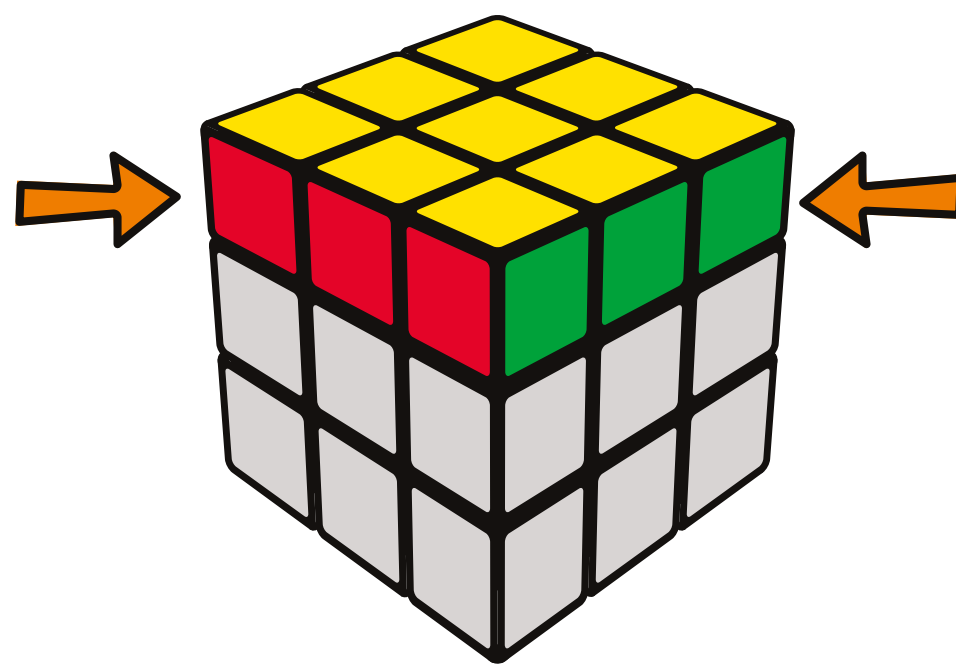
- Mindset is critical - learning to solve the Rubik's Cube is difficult but if you persevere, you CAN solve the Rubik's Cube.
- Keep the Rubik's Cube on a table or use a mat like the one on [www.YouCanDoTheCube.com](http://www.YouCanDoTheCube.com) to maintain the same front face for an entire algorithm (sequence of moves).
- Think of the algorithms as moving a piece out of the way, setting up its correct position, and then moving the piece into that place.
- Master one layer by re-scrambling your Rubik's Cube and practicing multiple times before moving on to the next layer. (Note: When solving the last layer, you can scramble just the top by applying the algorithm on page 12).
- Learn songs and chants to help you memorize the algorithms.
- Place a small sticky note on the piece of the Rubik's Cube you are moving so you can follow its path. Consider taking a video while you do this and then watch the video.
- Use this guide along with You Can Do the Rubik's Cube's corresponding resources such as videos, solving checklist, and teacher guides.

# GET TO KNOW YOUR RUBIK'S CUBE

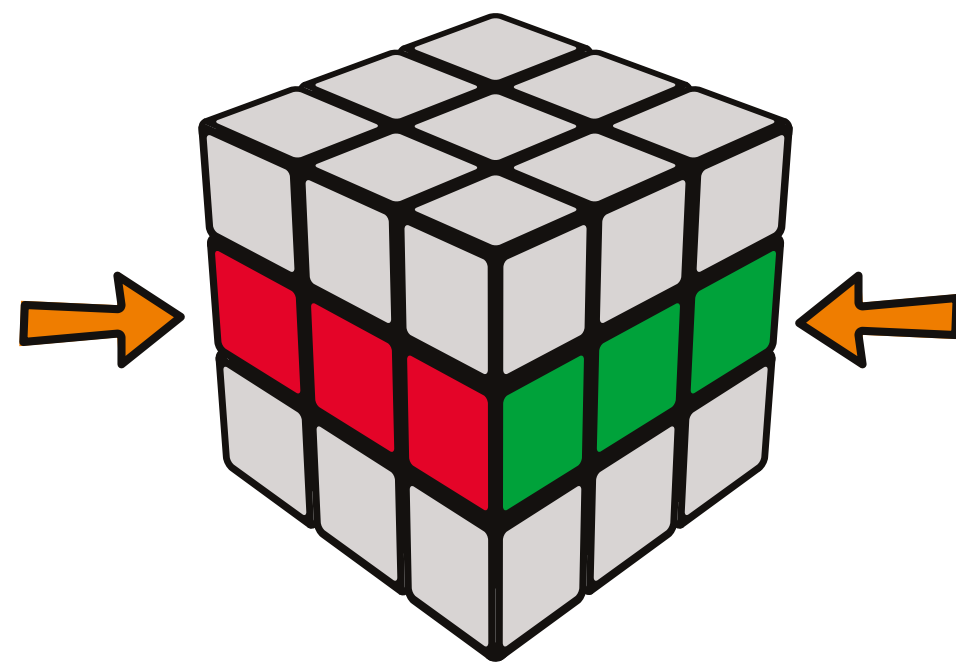
## LAYERS

There are three horizontal layers in a 3x3 Rubik's Cube.

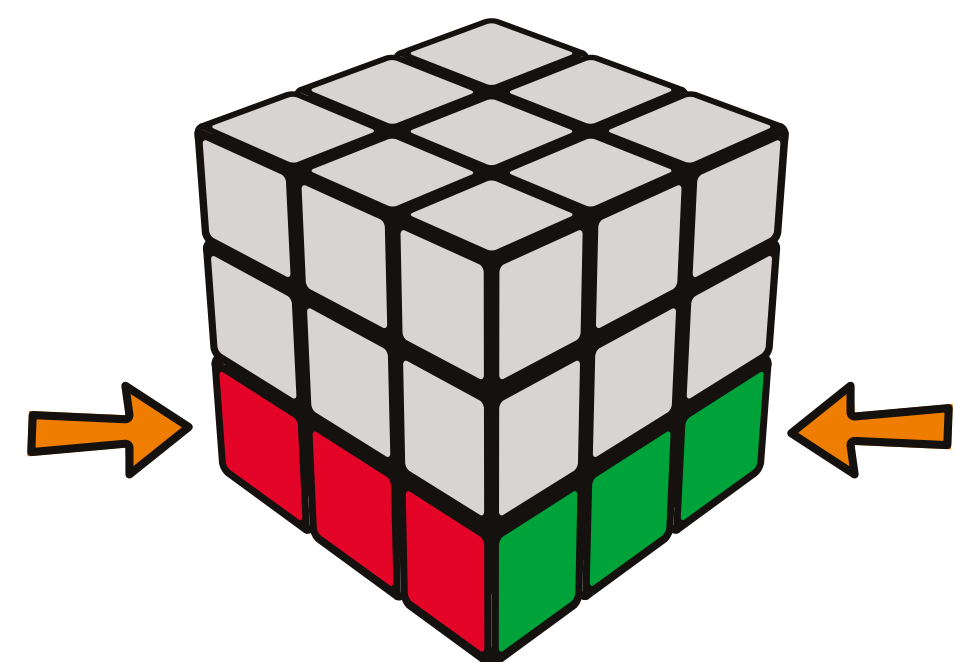
Using this guide, you will solve the Rubik's Cube layer by layer.



**TOP  
LAYER**



**MIDDLE  
LAYER**



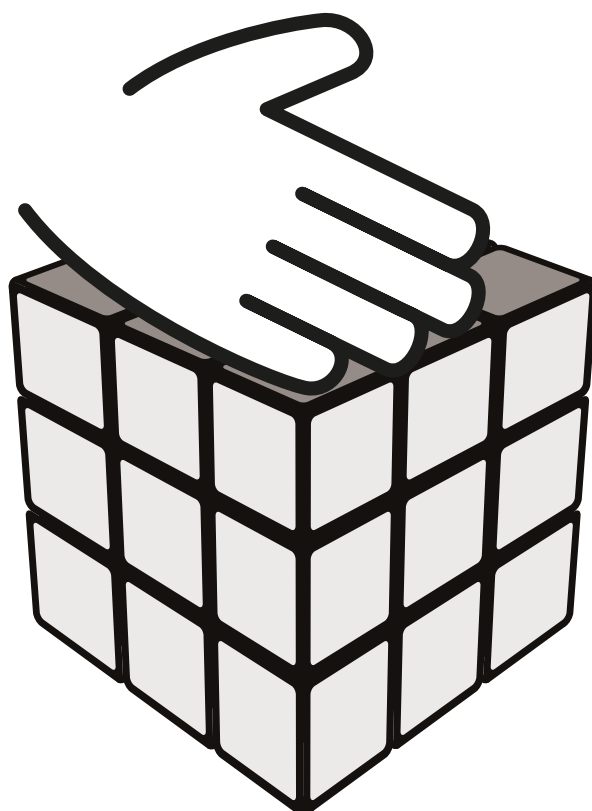
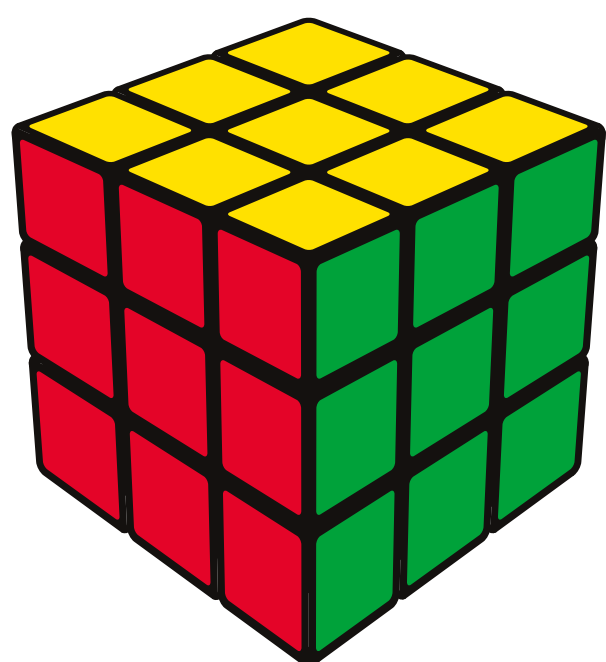
**BOTTOM  
LAYER**



## FACES

Each flat surface is a face.

There are 6 faces on a Rubik's Cube.



You can  
place your  
palm flat  
on a **FACE**.

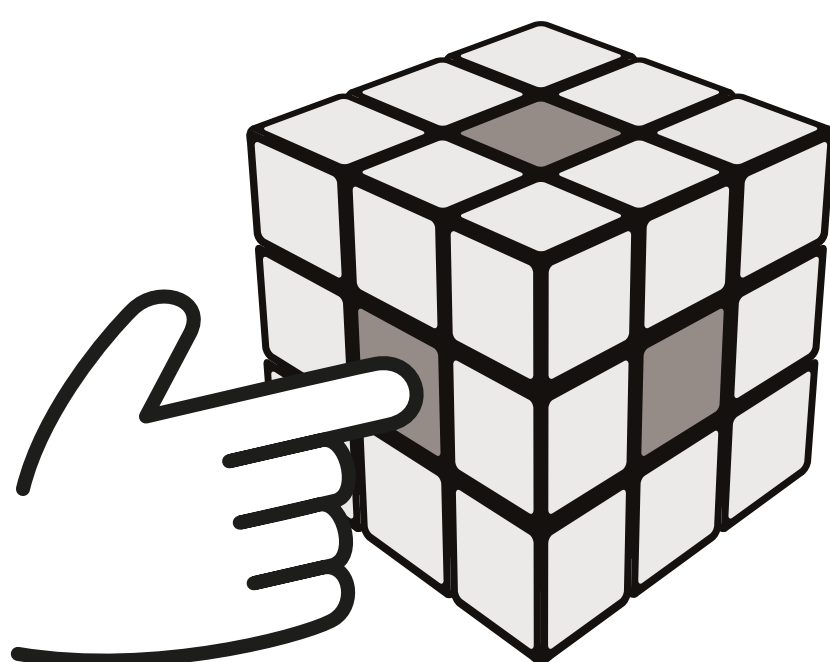
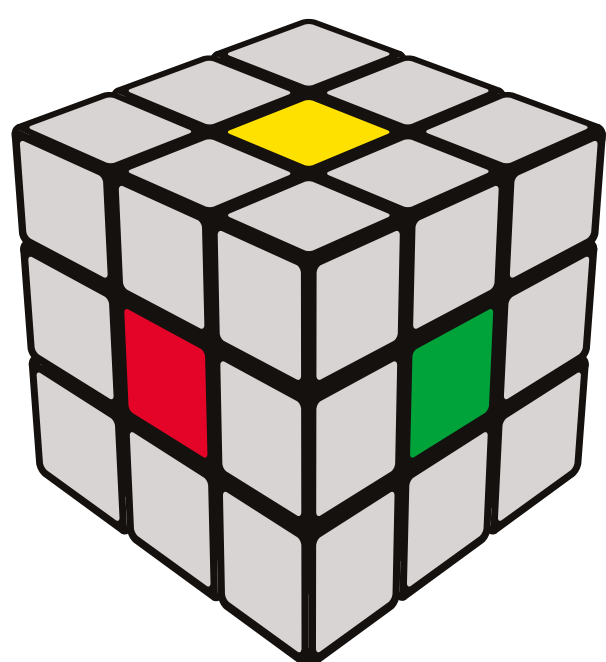
## CENTERS

Center pieces have one colored tile.

There are 6 center pieces.

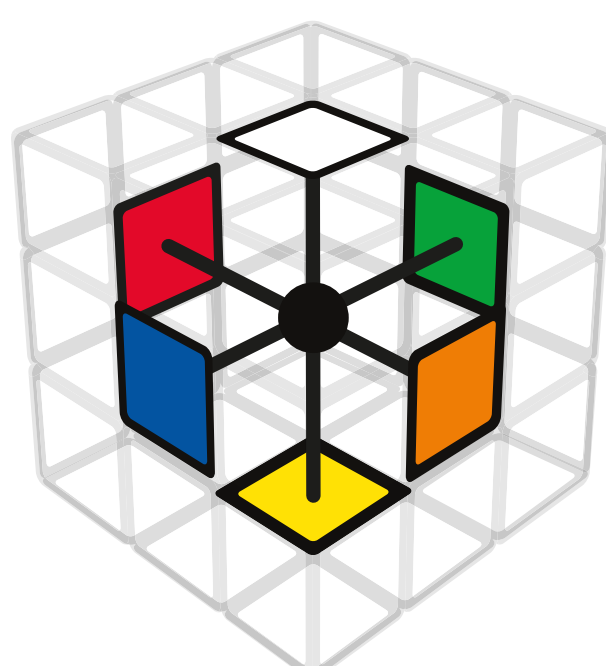
Center pieces are single tiles, fixed to  
the internal core.

When correctly solved, each face will  
be the color of its center piece.



You use  
one finger  
to touch  
a **CENTER**  
piece.

These center piece colors  
are always opposite each other:

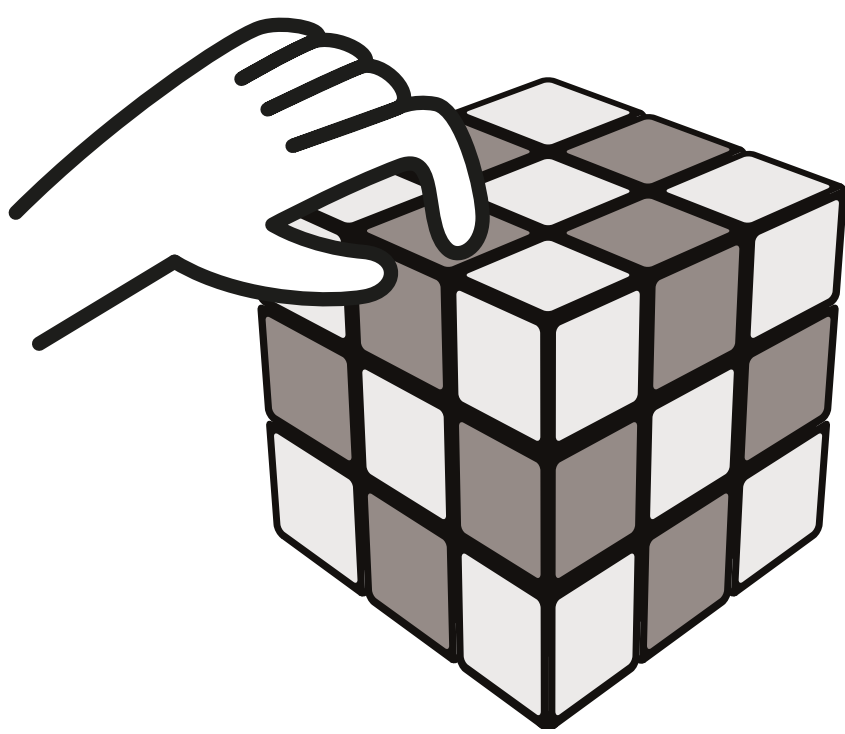
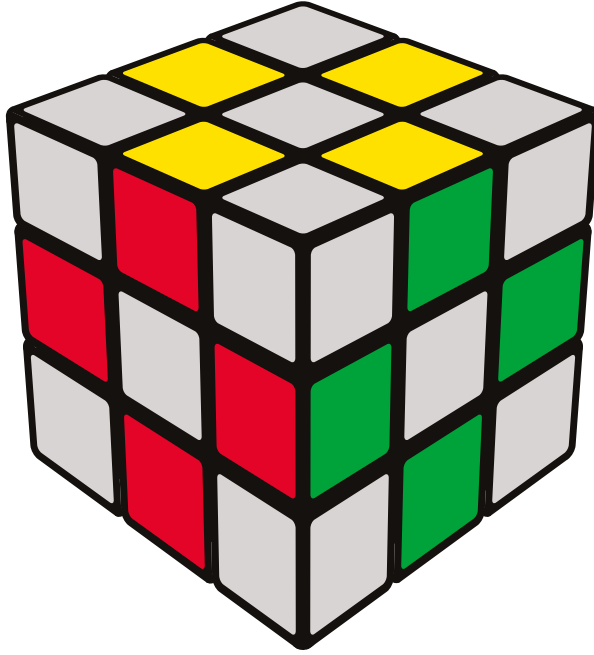


WHITE	opposite	YELLOW
BLUE	opposite	GREEN
ORANGE	opposite	RED

## EDGES

Edge pieces have two colored tiles.

There are 12 edge pieces.

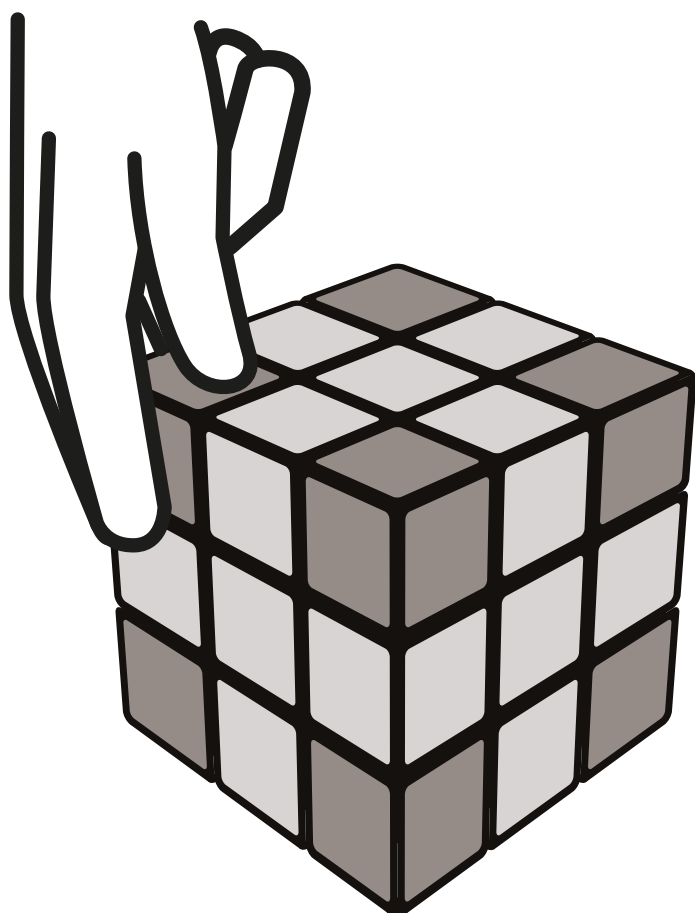
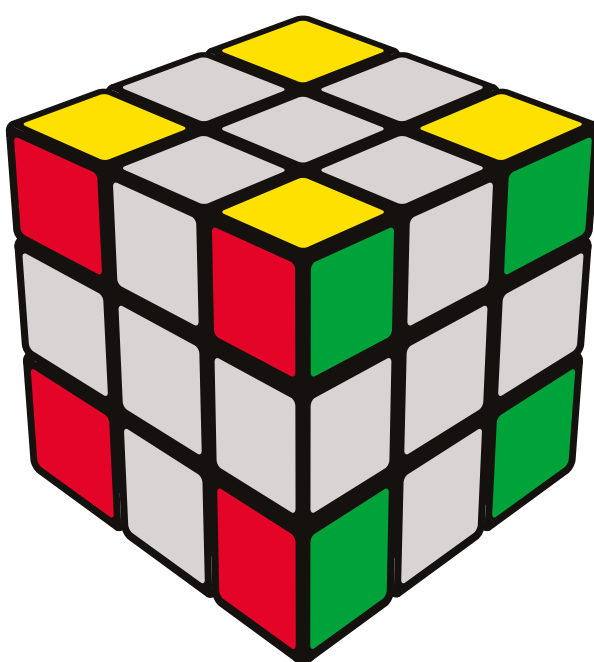


You use two fingers to pinch an EDGE piece.

## CORNERS

Corner pieces have three colored tiles.

There are 8 corner pieces.



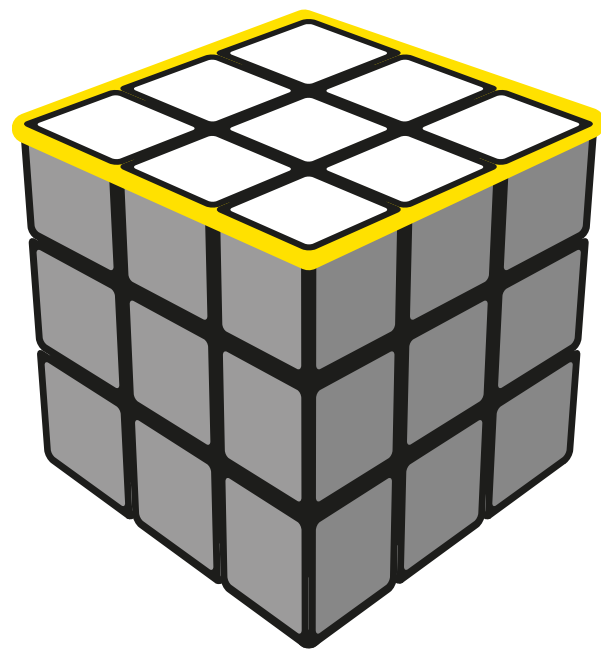
You use three fingers to touch all sides of a CORNER piece.

# GET TO KNOW YOUR RUBIK'S CUBE

## FACE KEY

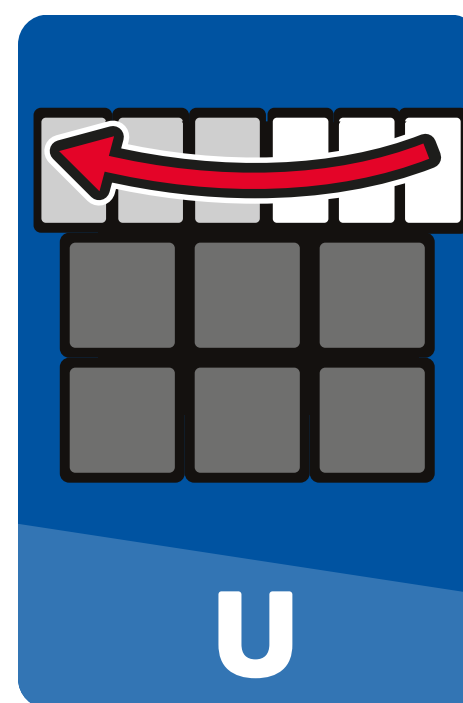
Each face is represented by a letter.

**U** =  
UP  
FACE

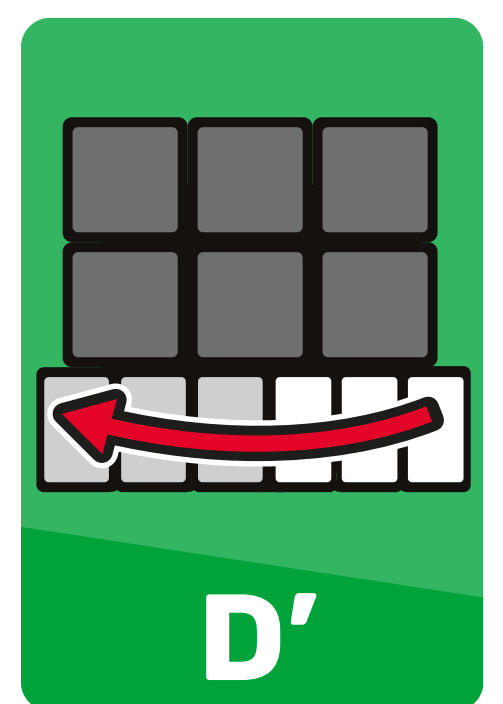
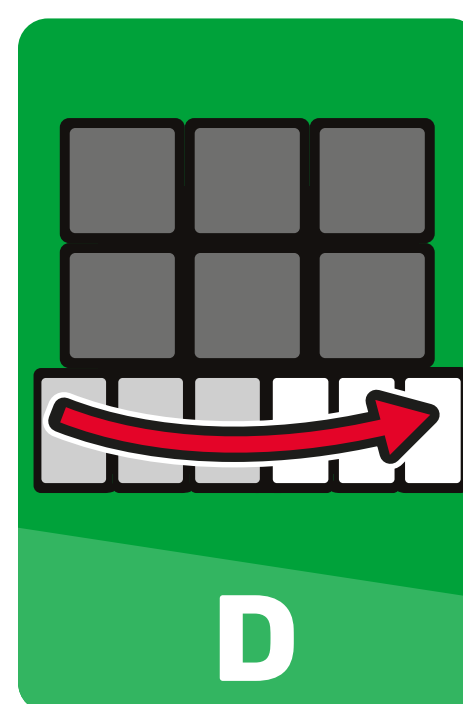
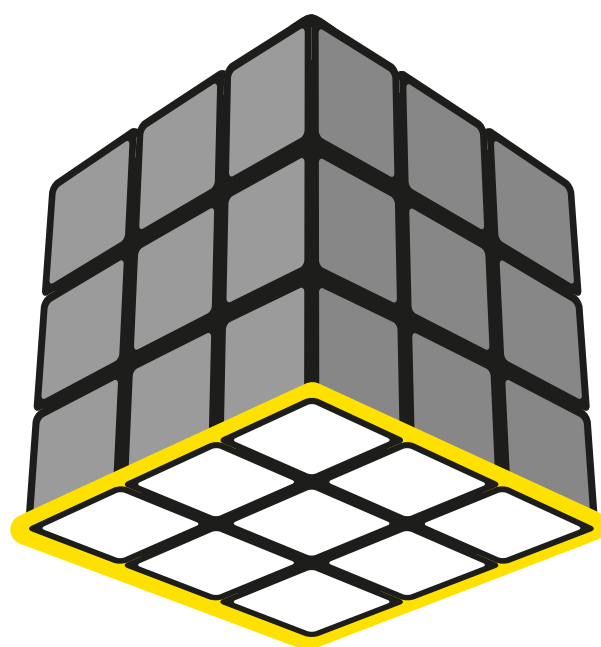


## ALGORITHM KEY

Moves used in this guide.



**D** =  
DOWN  
FACE



## MOTIONS

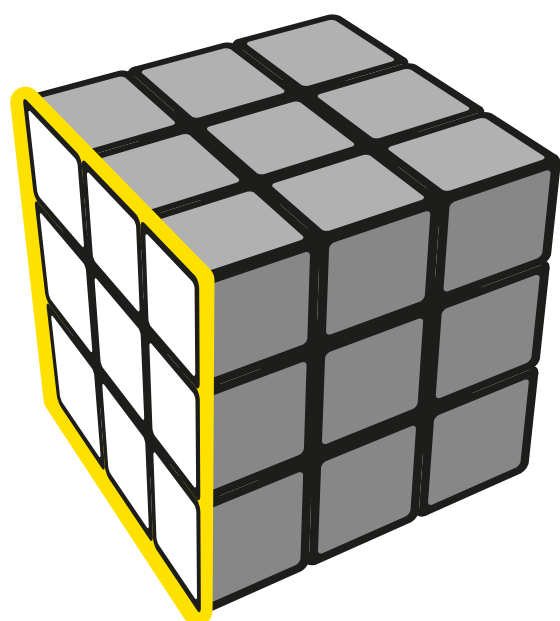
Think of the movements of these objects when you turn the faces.



## FACE KEY

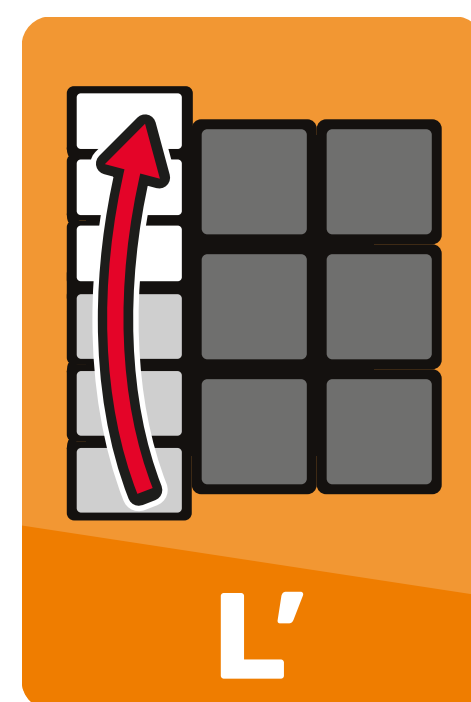
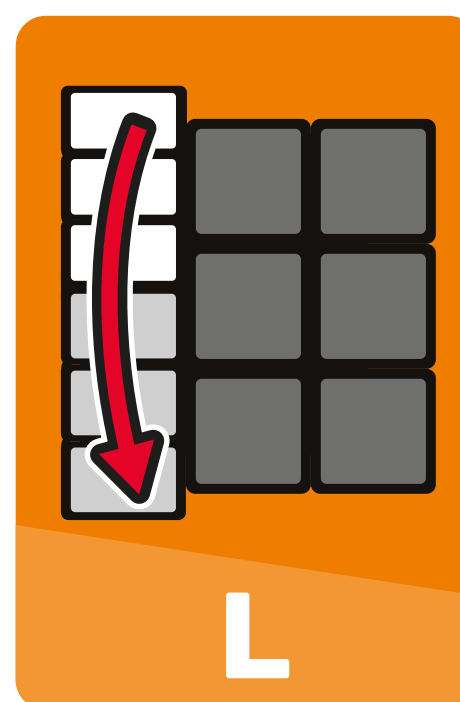
Each face is represented by a letter.

**L** =  
**LEFT**  
**FACE**

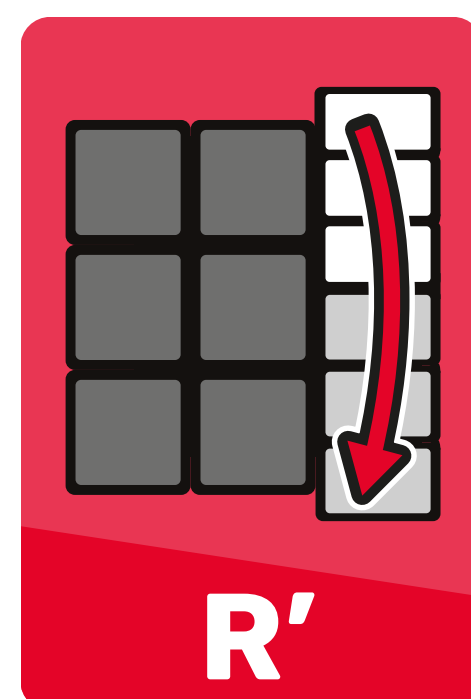
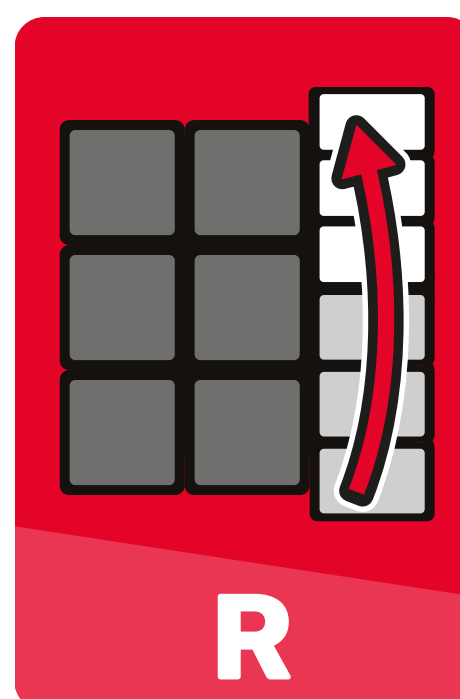
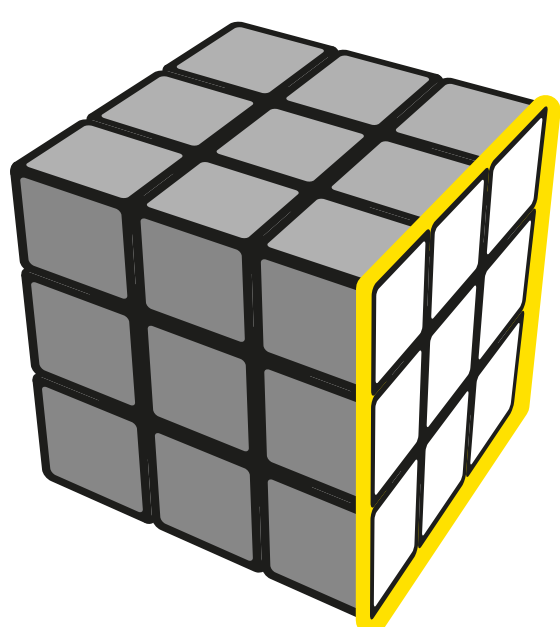


## ALGORITHM KEY

Moves used in this guide.

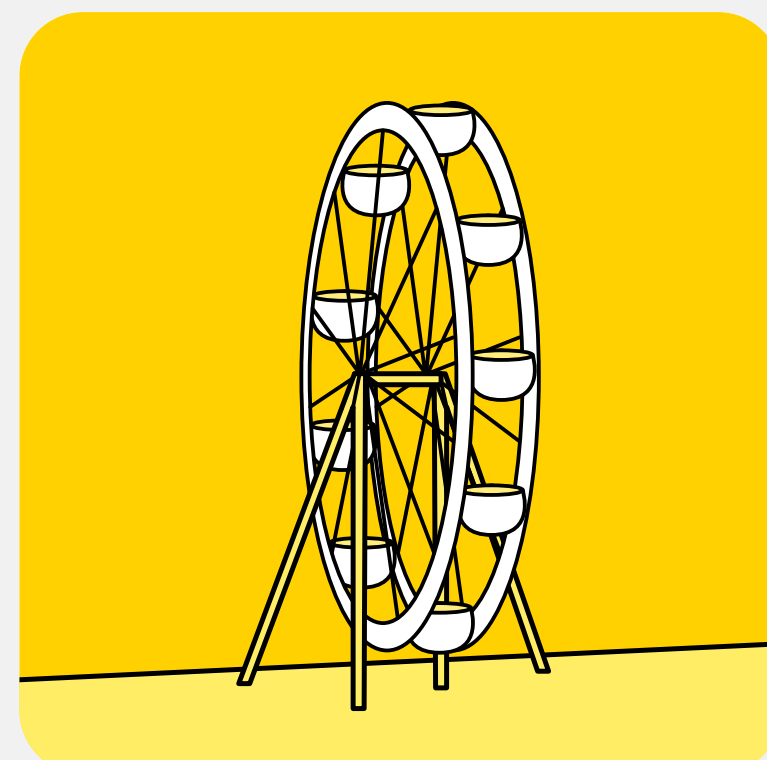


**R** =  
**RIGHT**  
**FACE**



## MOTIONS

Think of the movements of these objects when you turn the faces.

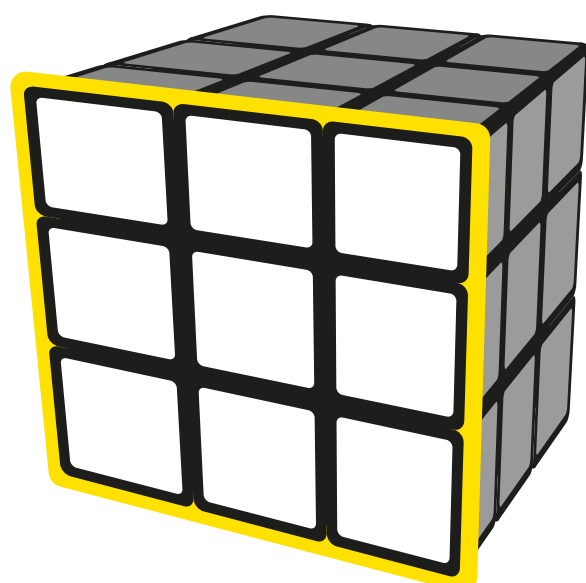




## FACE KEY

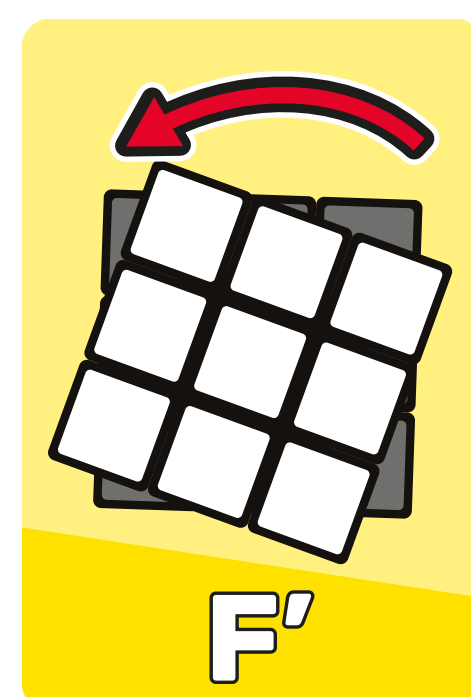
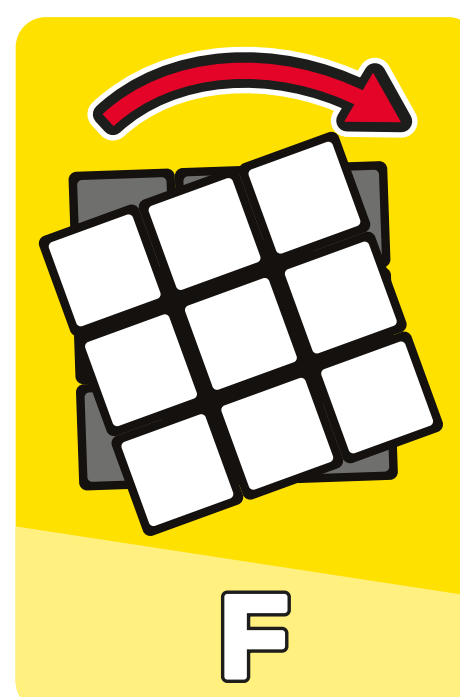
Each face is represented by a letter.

**F =  
FRONT  
FACE**

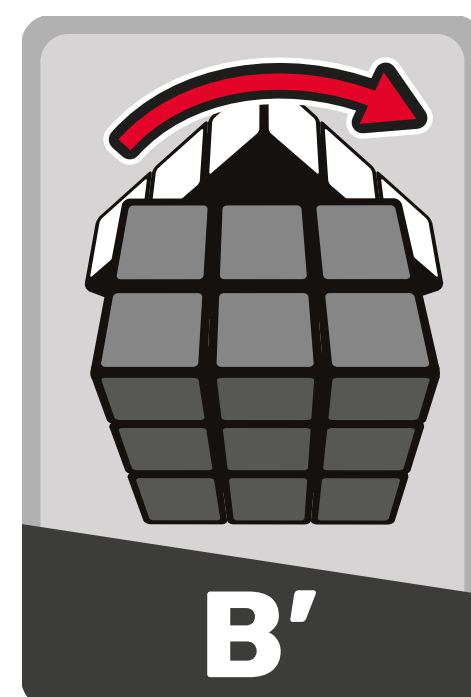
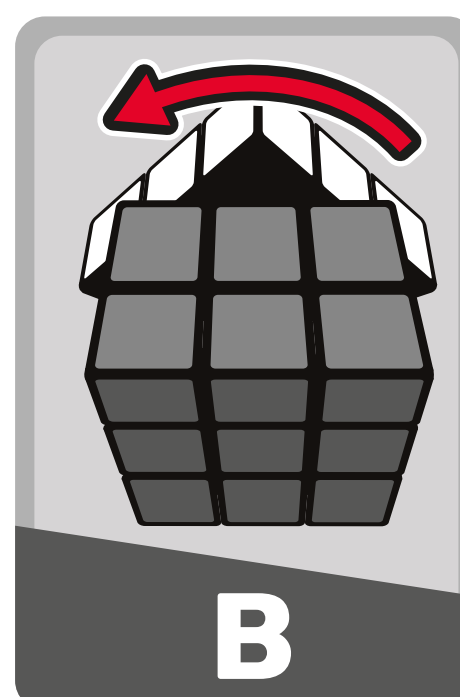
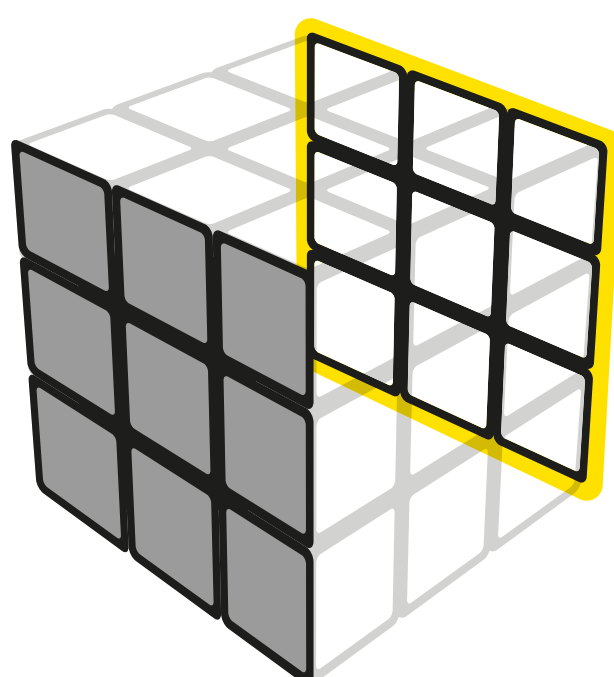


## ALGORITHM KEY

Moves used in this guide.



**B =  
BACK  
FACE**

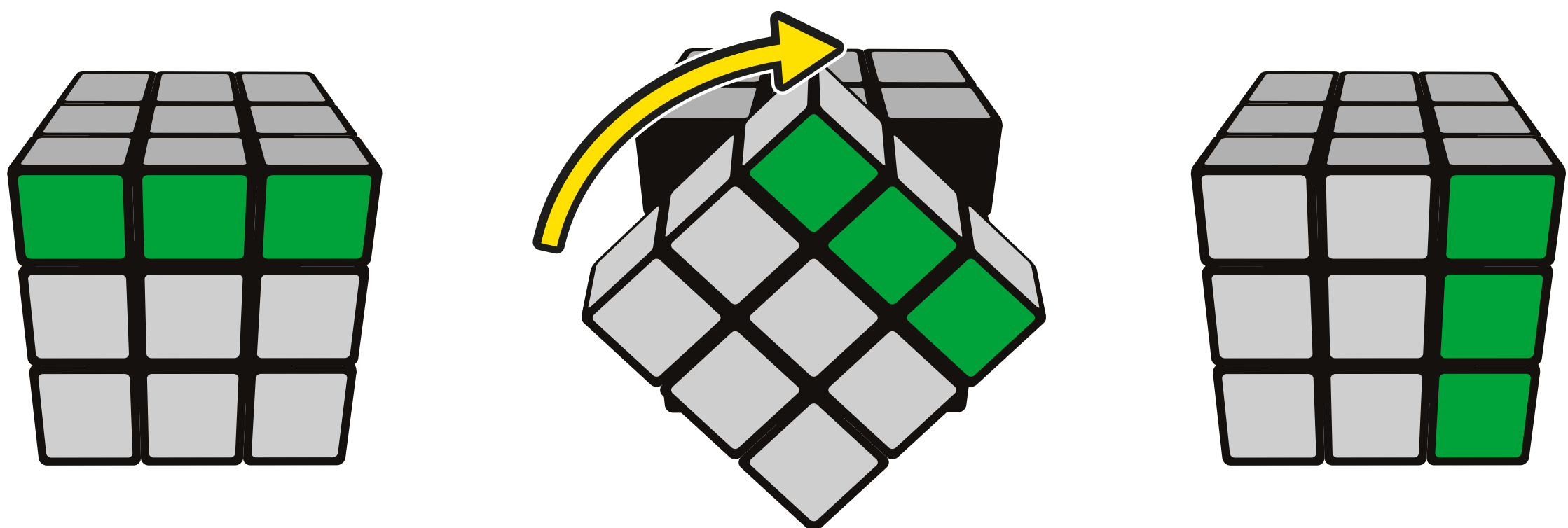


## MOTIONS

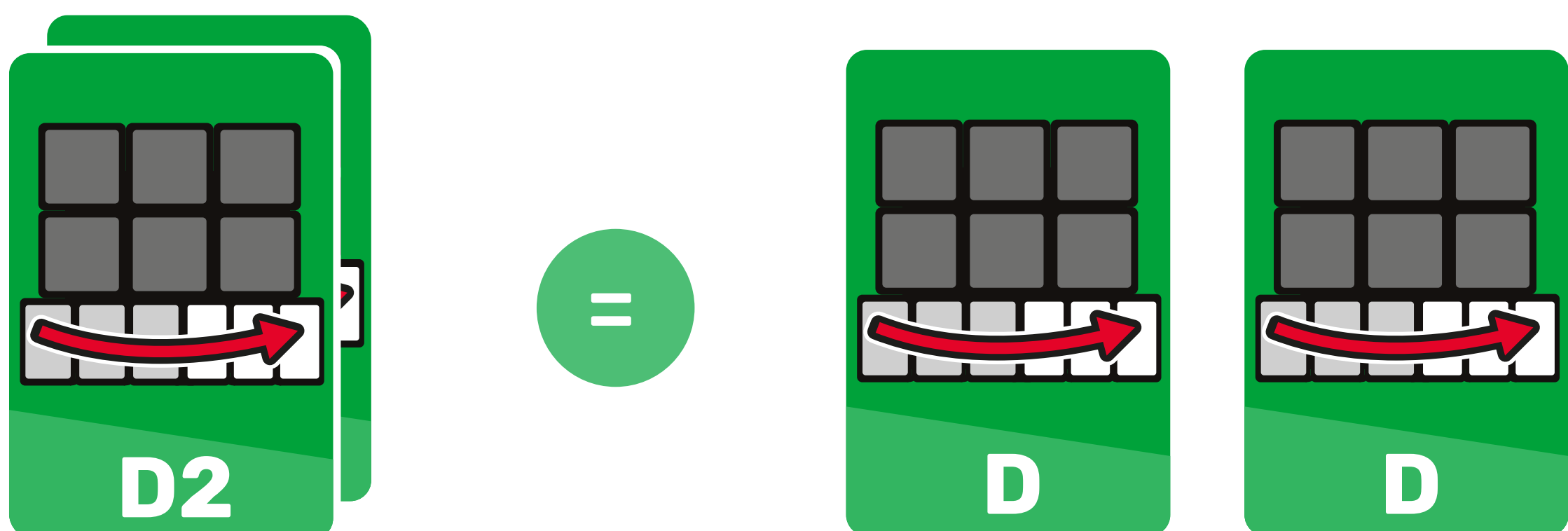
Think of the movements of these objects when you turn the faces.



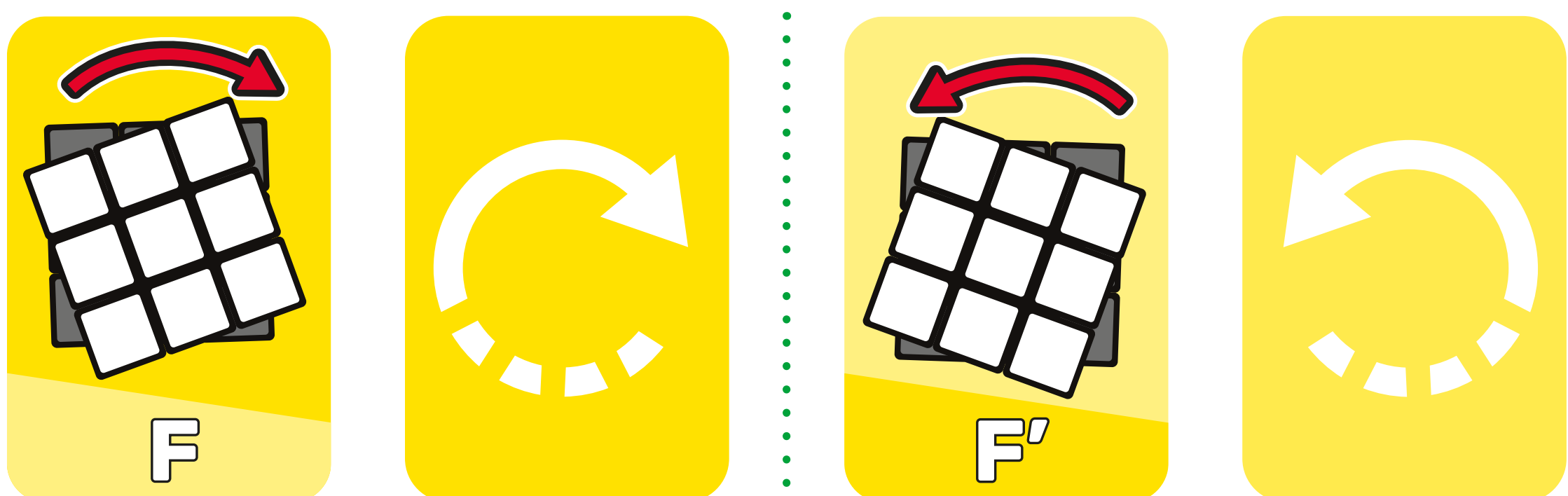
- Each move is a  $\frac{1}{4}$  **TURN**.

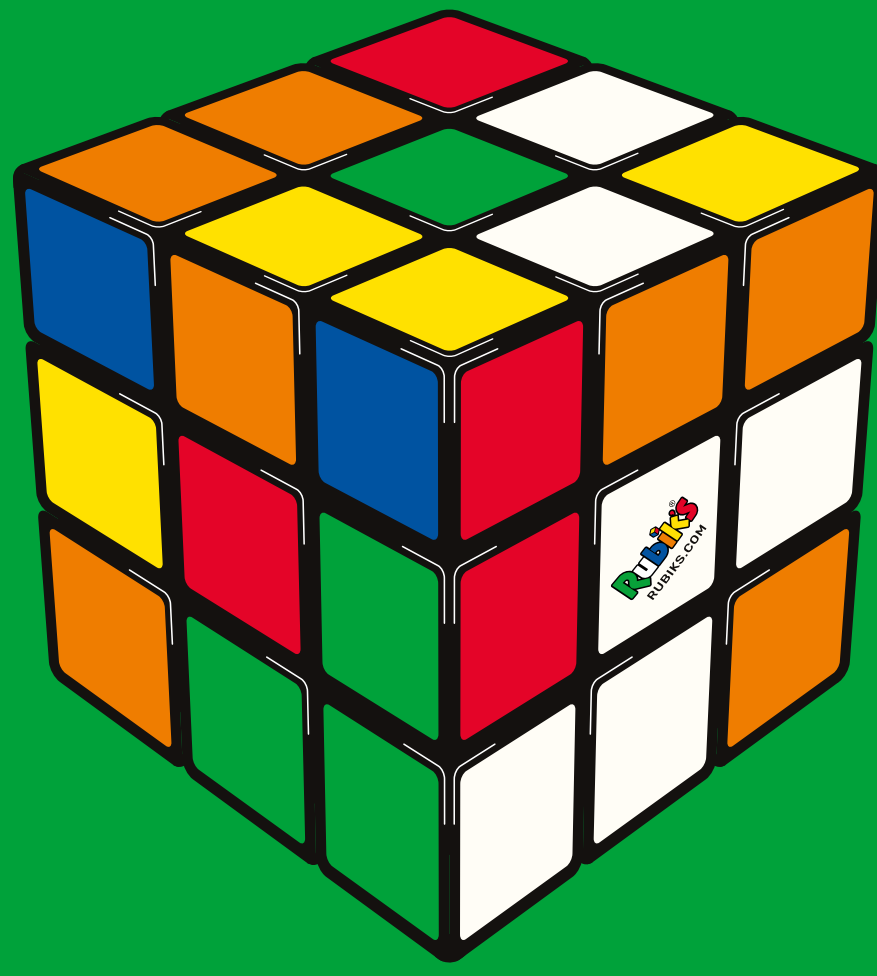


- An **ALGORITHM** is a sequence of moves that you need to do in a specific order.
- When following the algorithms in this guide, it is important to maintain the **FRONT** face of your Rubik's Cube so it stays the **FRONT** through all of the turns.
- If there is a **2** next to the algorithm letter, turn the face twice.



- A turn is clockwise when looking at that face directly. A letter with an apostrophe (') after it means to make an inverse or counterclockwise turn of the face.





# **RUBIK'S CUBE SOLUTION GUIDE**

This 3x3 solution guide  
is divided into three  
stages as seen below.

**SOLVE  
LAYER ONE**

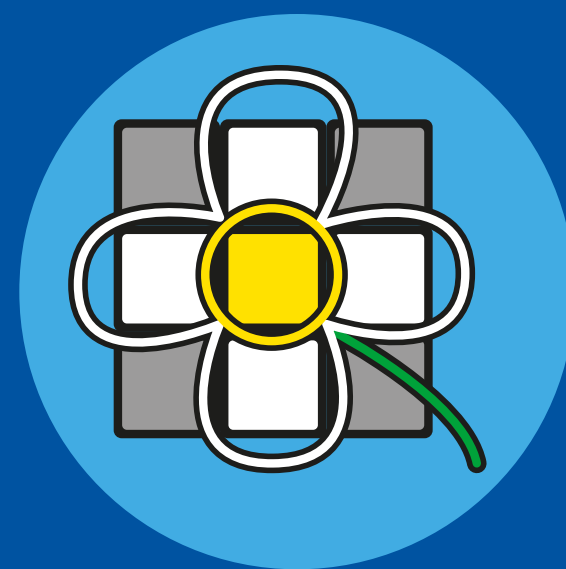
**SOLVE THE  
MIDDLE LAYER**

**SOLVE THE  
FINAL LAYER**

Now... let's get  
solving!

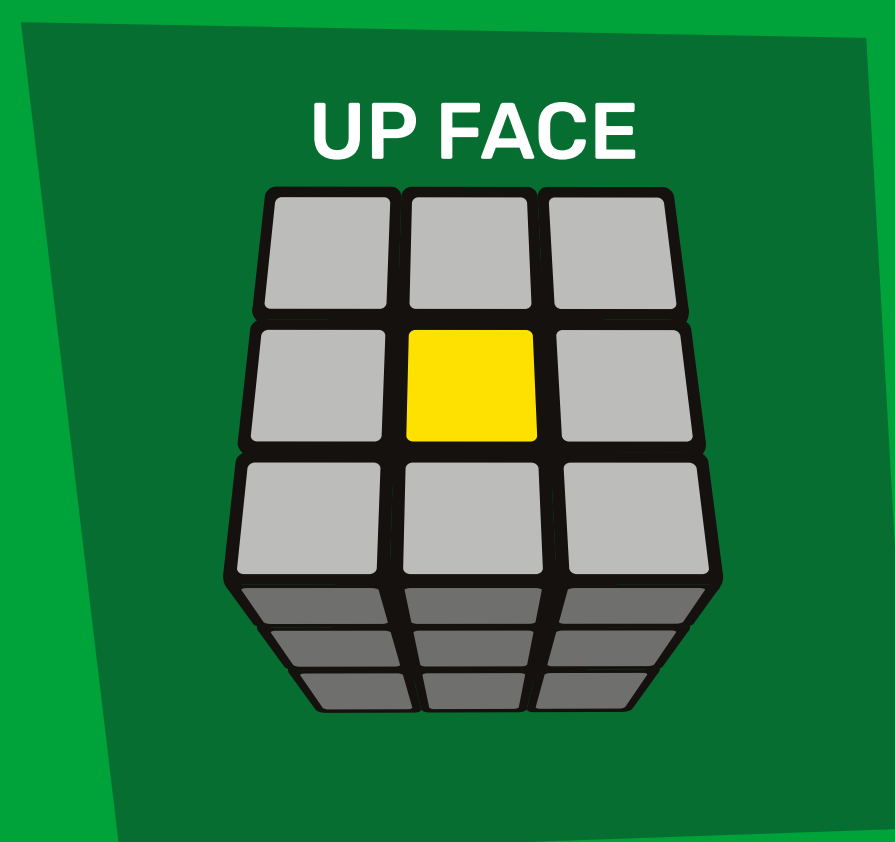
## SOLVE LAYER ONE

# STEP 1: CREATE A DAISY



## HOLDING YOUR RUBIK'S CUBE

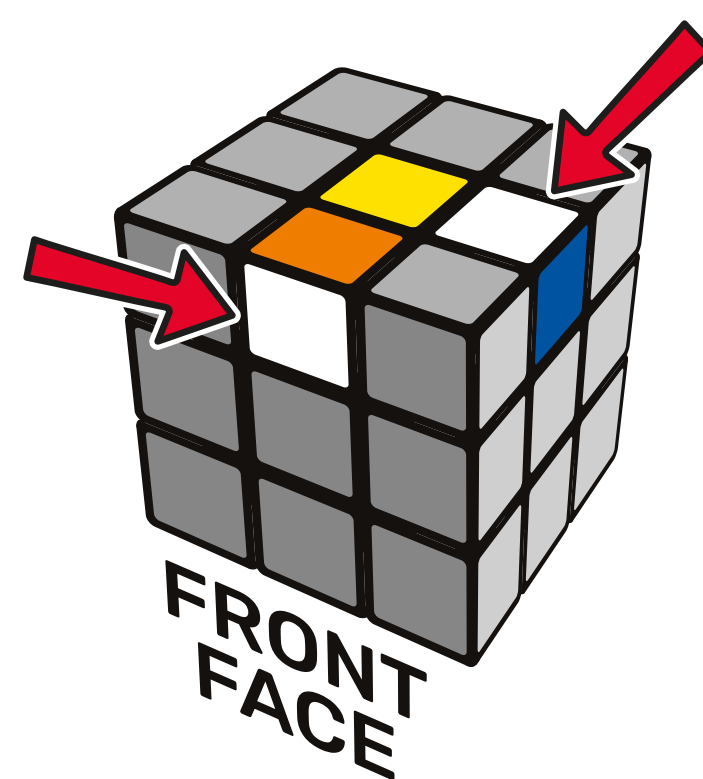
Begin by holding your Rubik's Cube with the **YELLOW CENTER** piece on the **UP (U)** face.



### Action 1

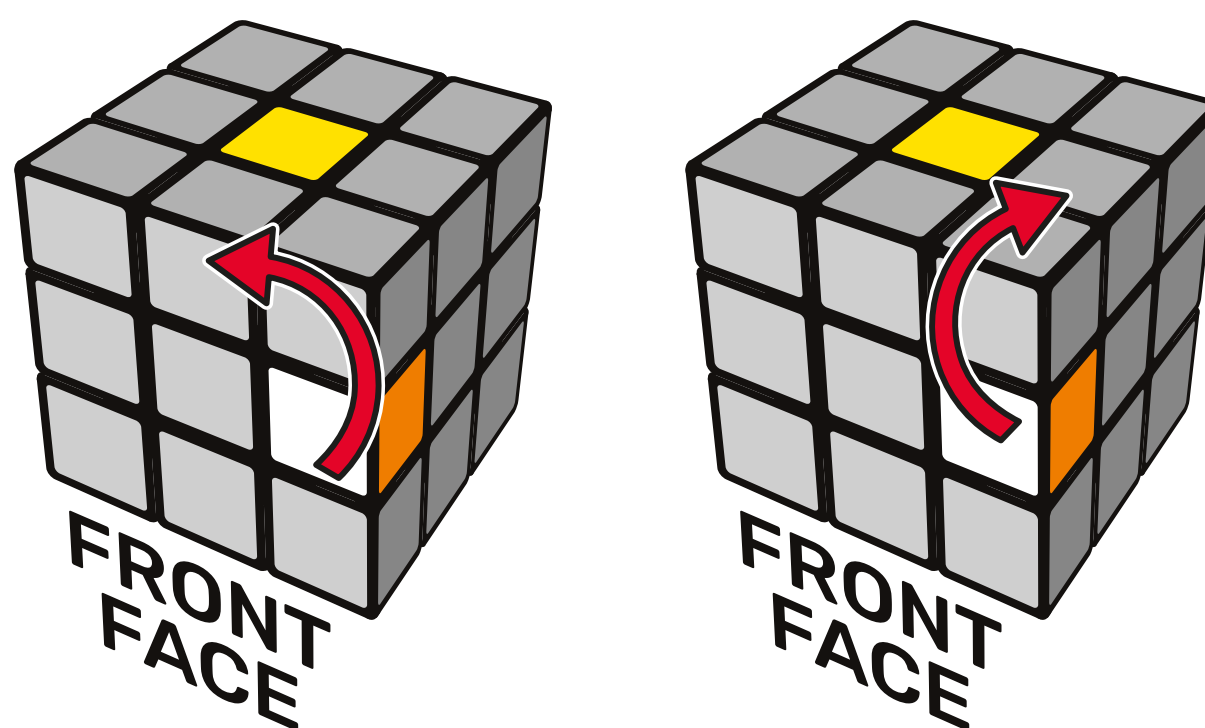
Look at the top layer to locate the **EDGE** pieces that have a **WHITE** tile. Leave them where they are.

See example to the right and notice that at this stage it is okay if the white tile is not touching the **YELLOW CENTER** piece.



### Action 2

Look at the middle layer. Move **EDGE** pieces that have a **WHITE** tile from the **MIDDLE** layer into the top layer.

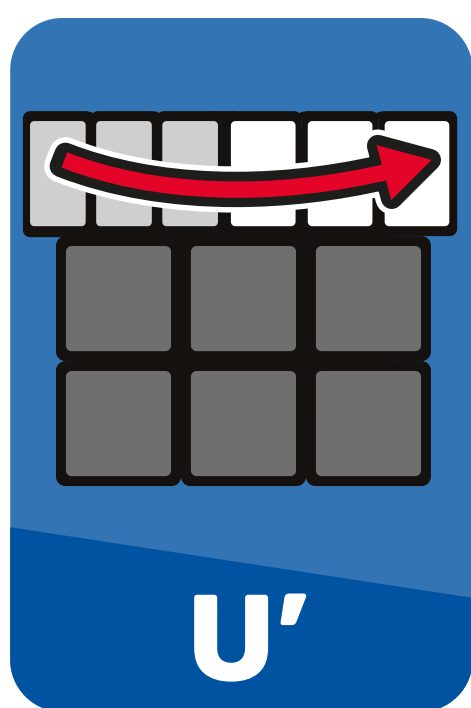
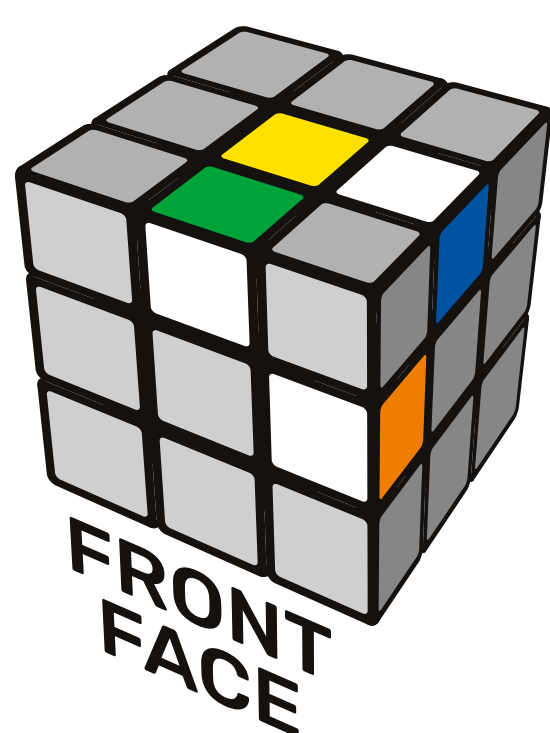


**TIP ON  
NEXT PAGE**

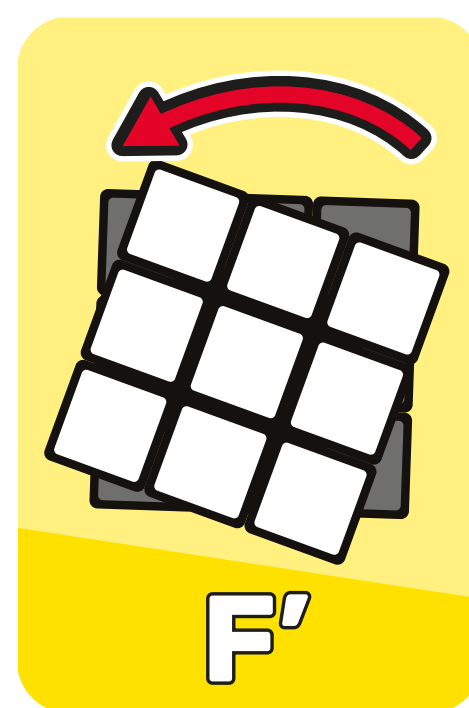
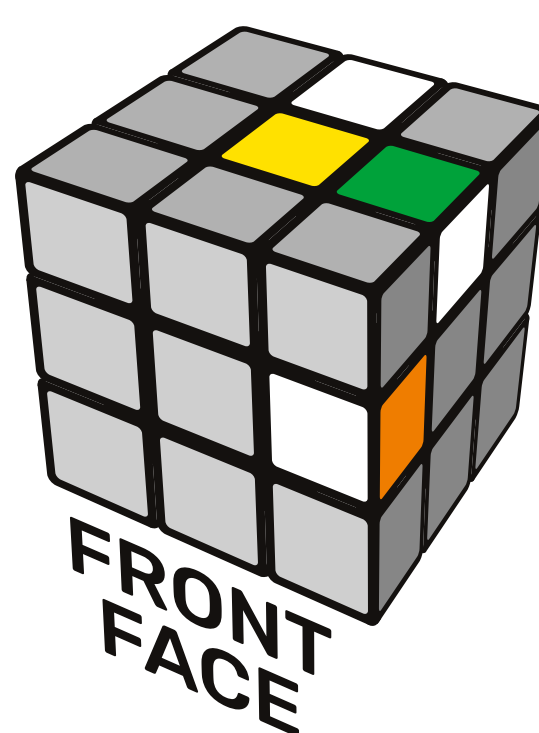


**BE CAREFUL NOT TO BUMP  
OUT THE WHITE EDGES  
ALREADY IN THE DAISY.**

Rotate the **UP (U)** face to  
move a white edge out of  
the way before moving  
another white edge into  
the daisy.



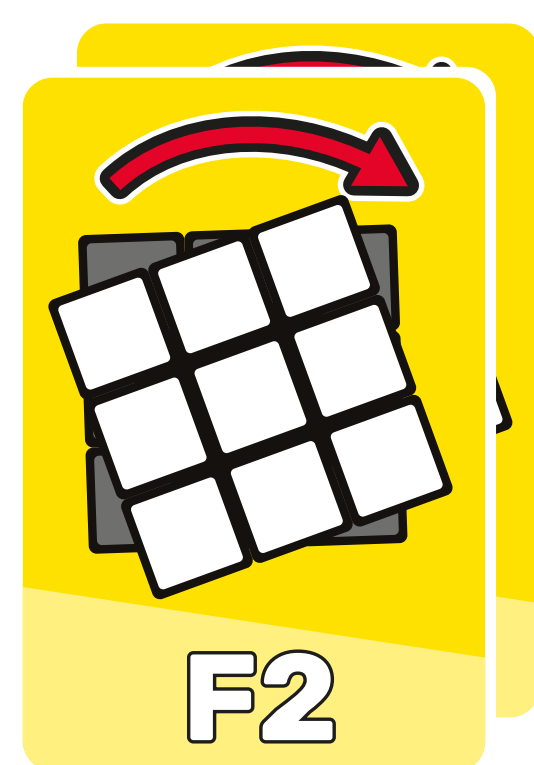
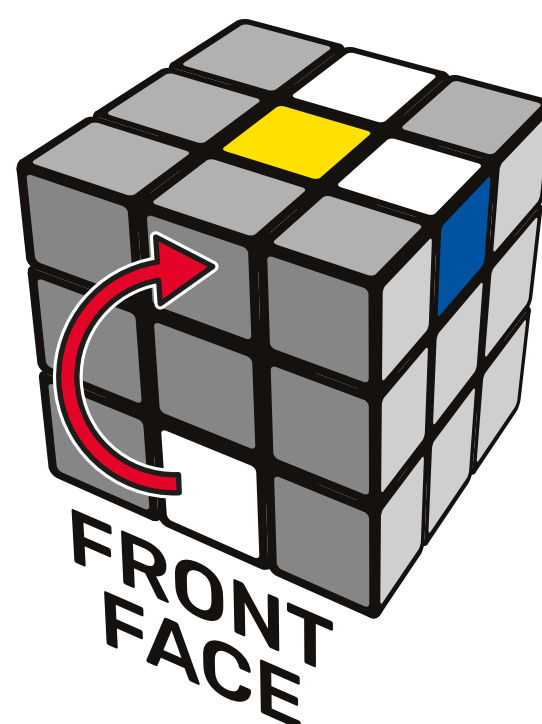
**Then...**



### **Action 3**

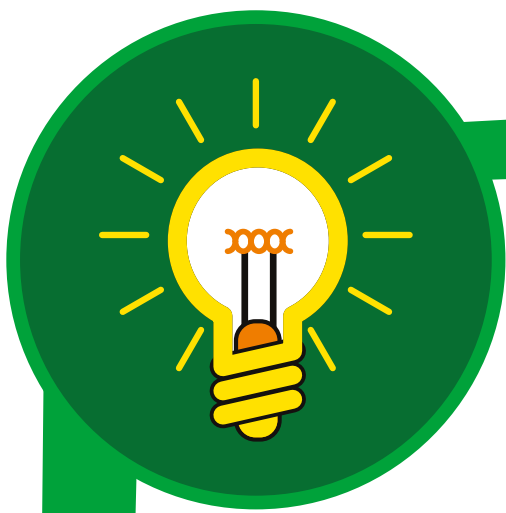
Look at the bottom layer.  
Move **EDGE** pieces that  
have a **WHITE** tile from  
the **BOTTOM** layer into  
the top layer.

*Don't forget the previous  
tip about bumping.*

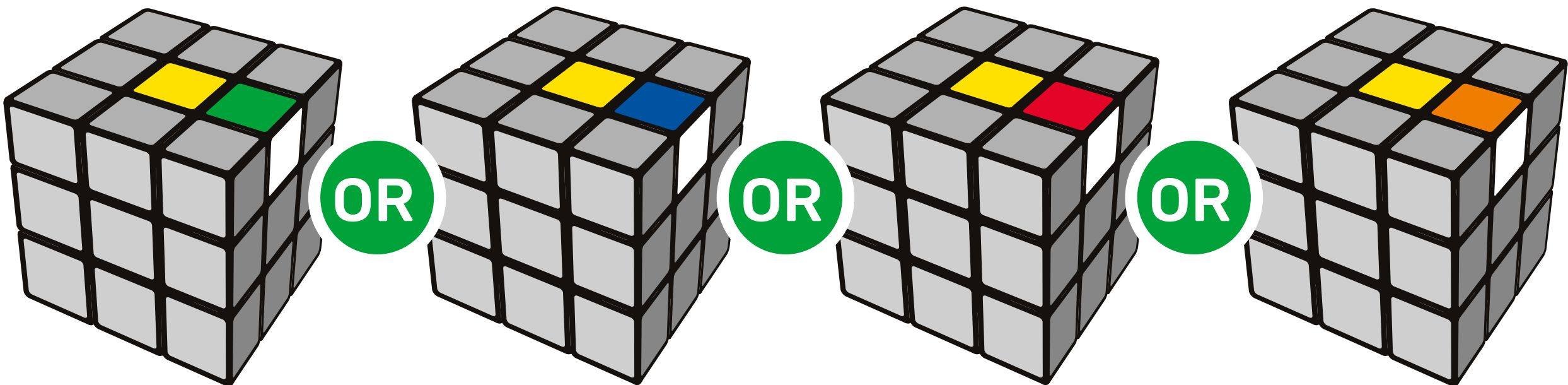


**TIP ON  
NEXT PAGE**





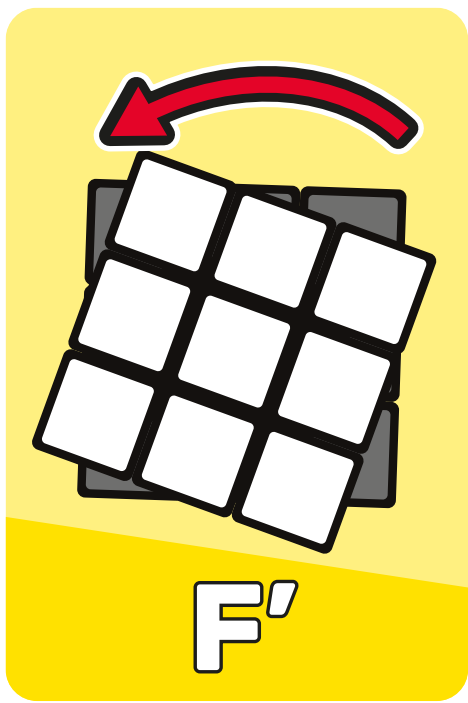
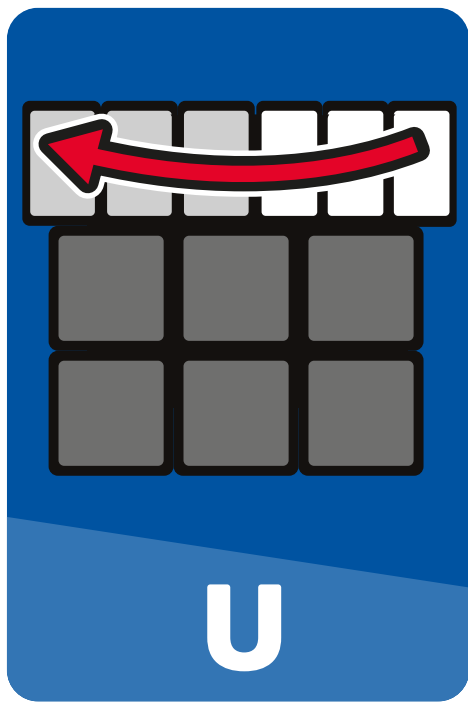
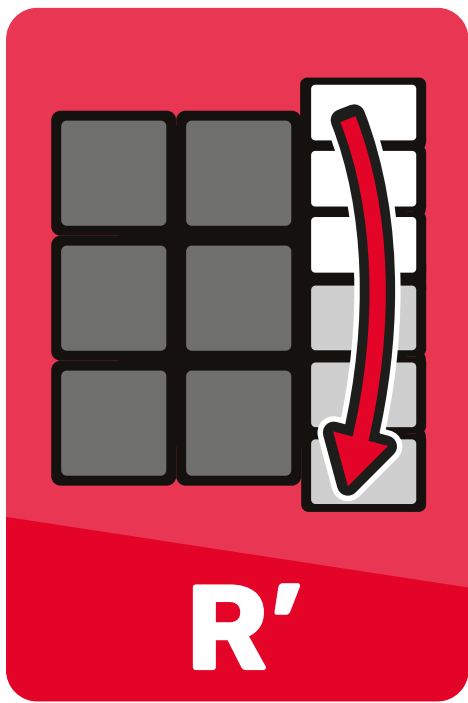
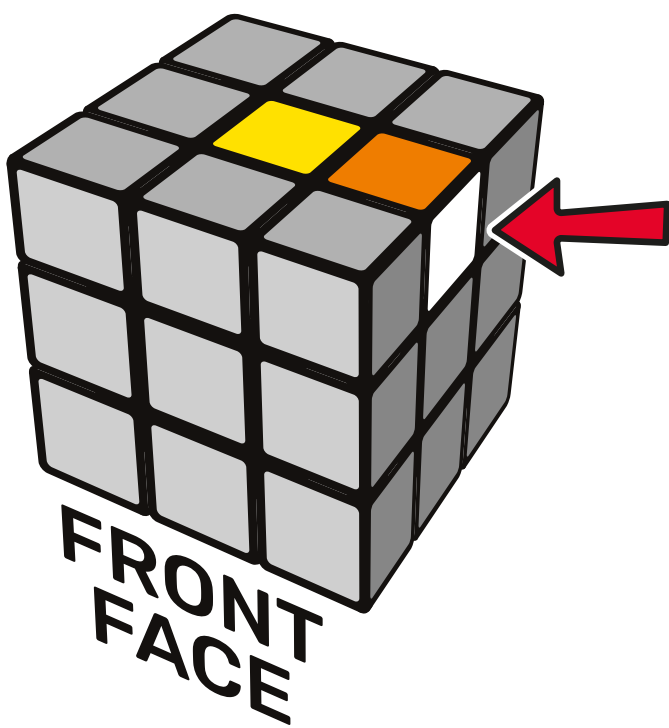
**SOMETIMES, WHEN YOU PLACE THE EDGE IN THE TOP LAYER, THE WHITE TILE IS NOT ON THE UP FACE AND IT NEEDS TO BE “FLIPPED”.**



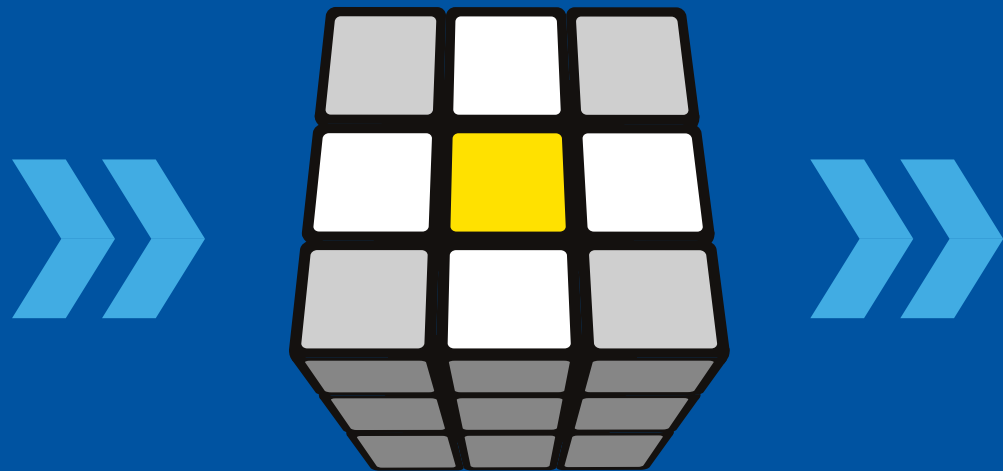
### Holding your Rubik's Cube

To “flip the edge,” so the **White** tile is on the **UP** face, hold your Rubik's Cube so the edge that needs to be flipped is on the **RIGHT (R)** face.

Follow this algorithm.



When your Rubik's Cube has a daisy that looks like this picture, you can move to **Step 2!**

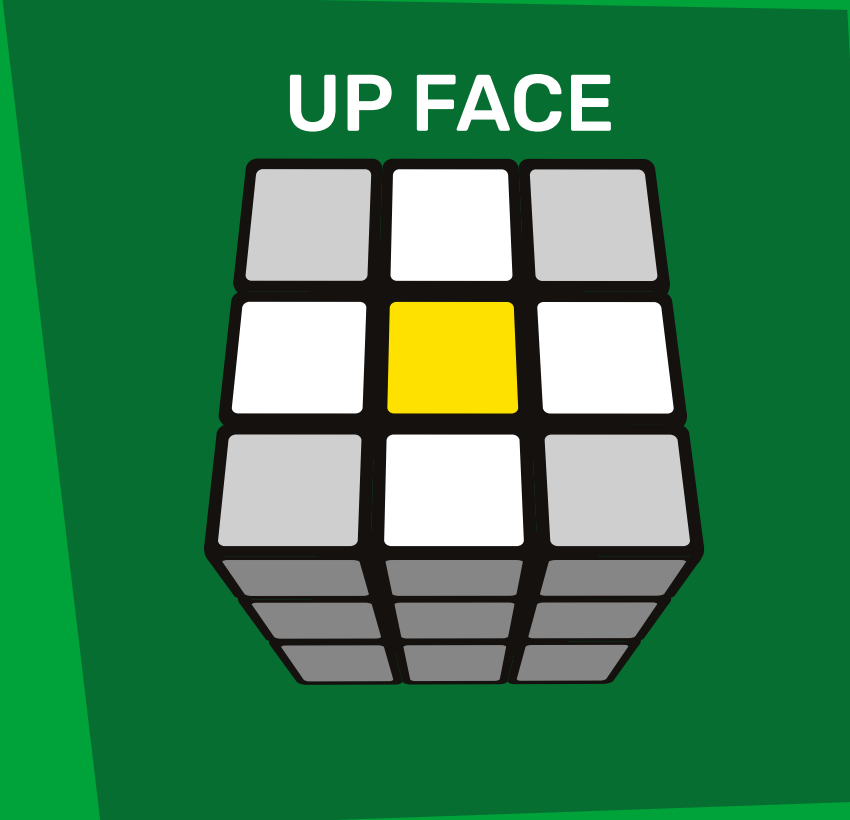


SOLVE LAYER ONE

STEP 2: CREATE A WHITE CROSS WITH MATCHED EDGES AND CENTER PIECES

HOLDING YOUR RUBIK'S CUBE

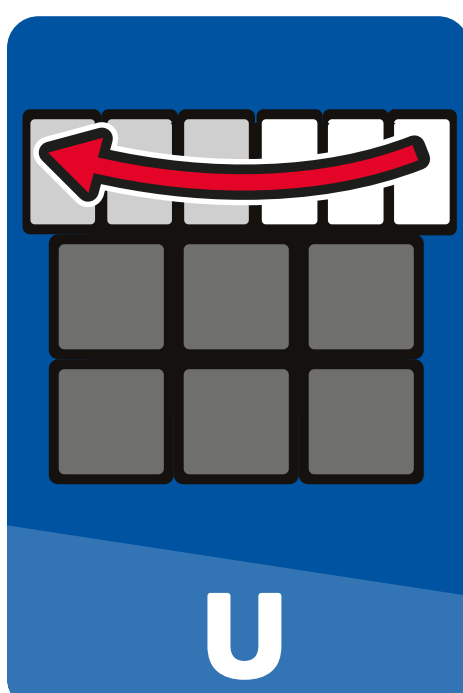
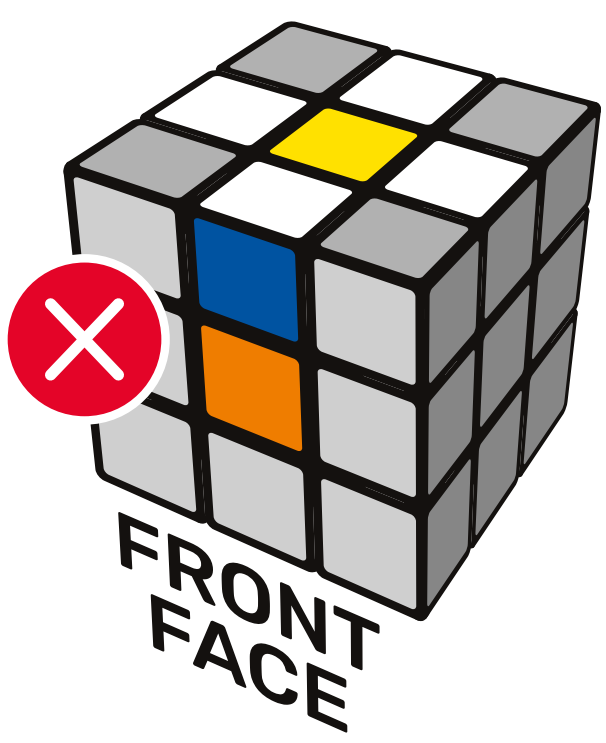
Begin by holding your Rubik's Cube with the daisy on the UP (U) face. Look at the FRONT face of the Rubik's Cube.



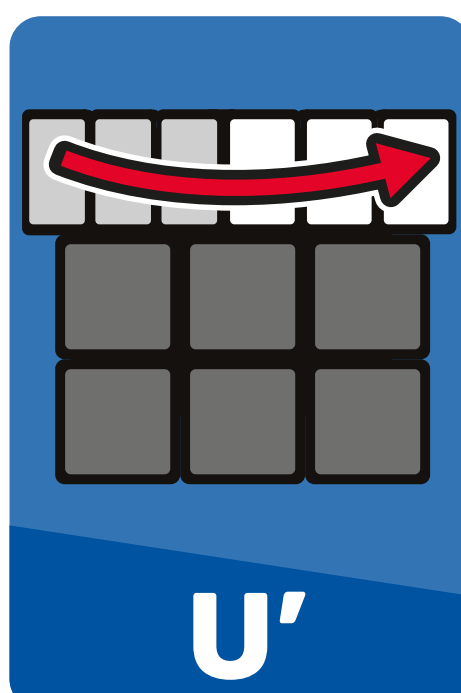
Action 1

If the FRONT tile of the UP edge piece matches the CENTER tile color, go to Action 2 on page 16.

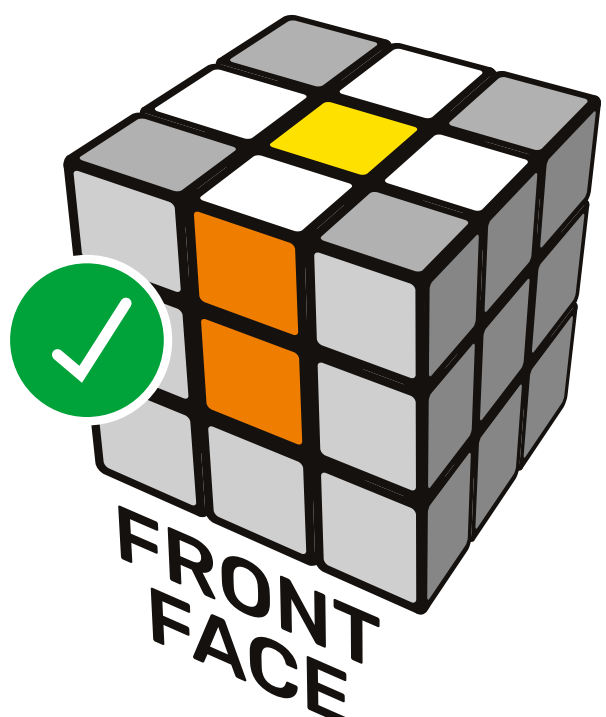
If not, turn the Up (U) face until it does.



OR

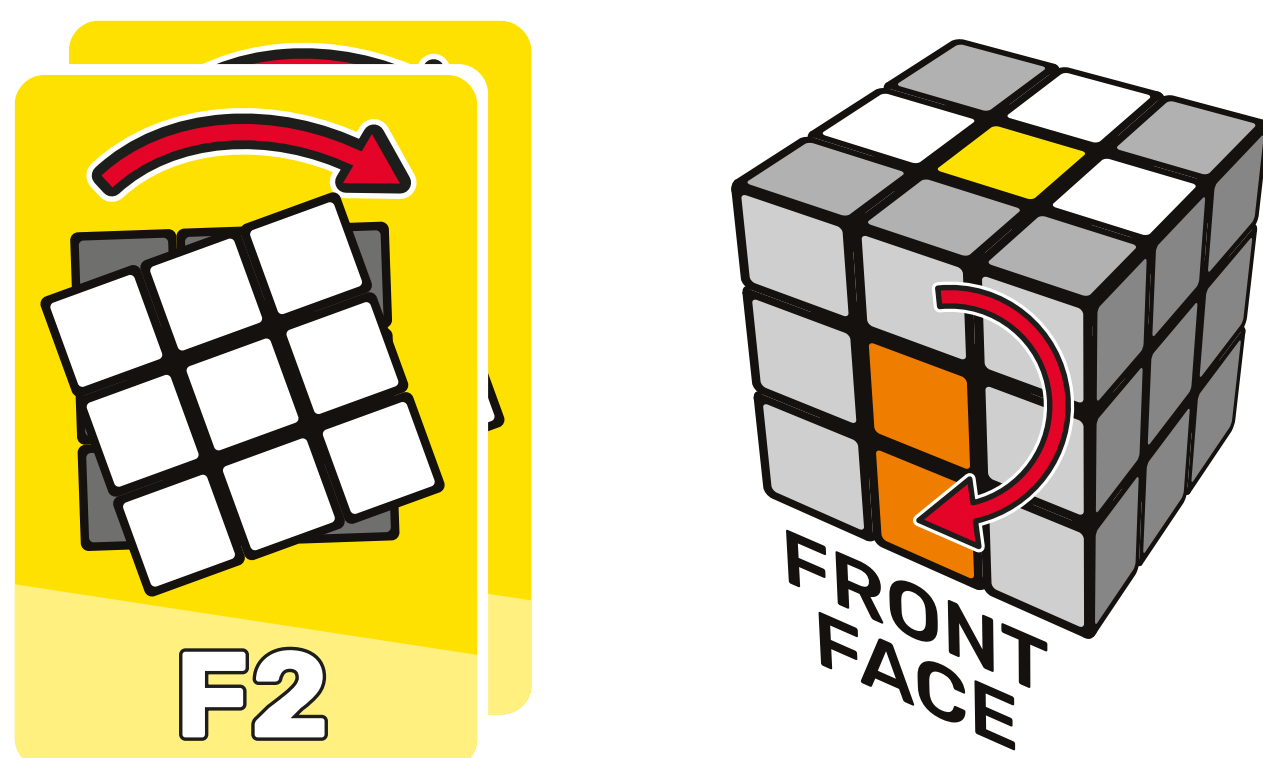


=



## Action 2

Turn the **FRONT** face two times (**F2**) so that the **WHITE** tile is now on the **DOWN (D)** face.



## Action 3

Repeat **Action 1 & 2** for each **WHITE** edge.

## Action 4

Once all 4 edges have been correctly placed, flip your Rubik's Cube over to see the **WHITE** cross (with matching edge tiles on the **RED**, **BLUE**, **ORANGE** and **GREEN** faces).

When your Rubik's Cube has a white cross with the center and edge pieces matched, like this picture, you can move to Step 3!

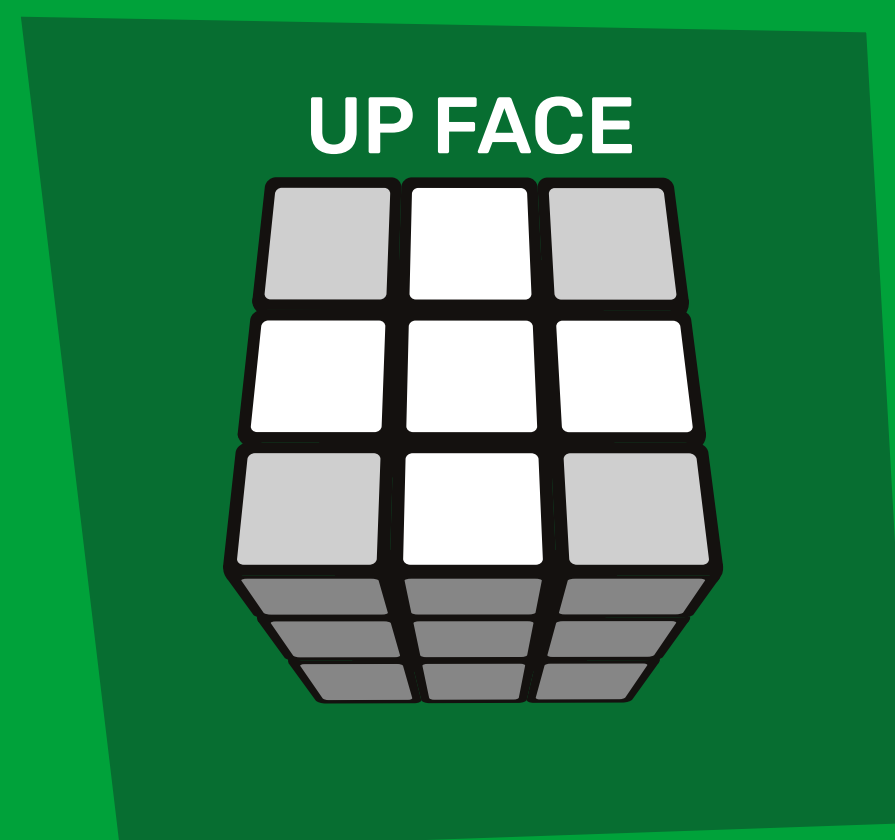


## SOLVE LAYER ONE

# STEP 3: SOLVE THE WHITE CORNERS

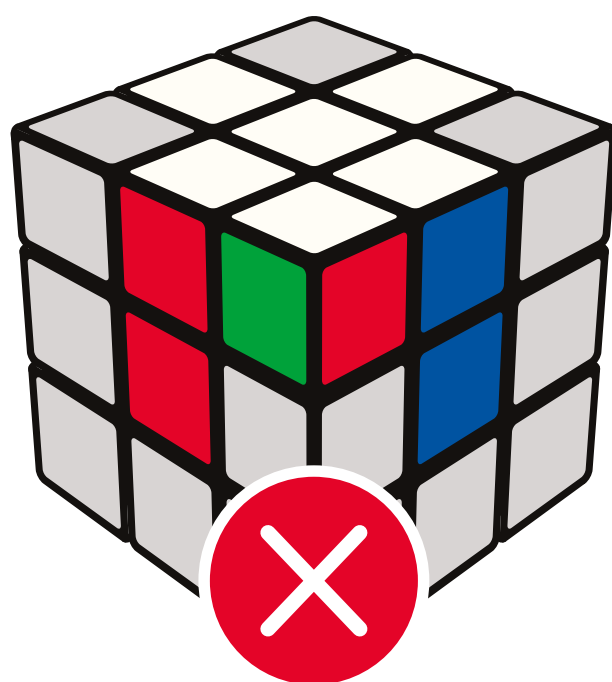
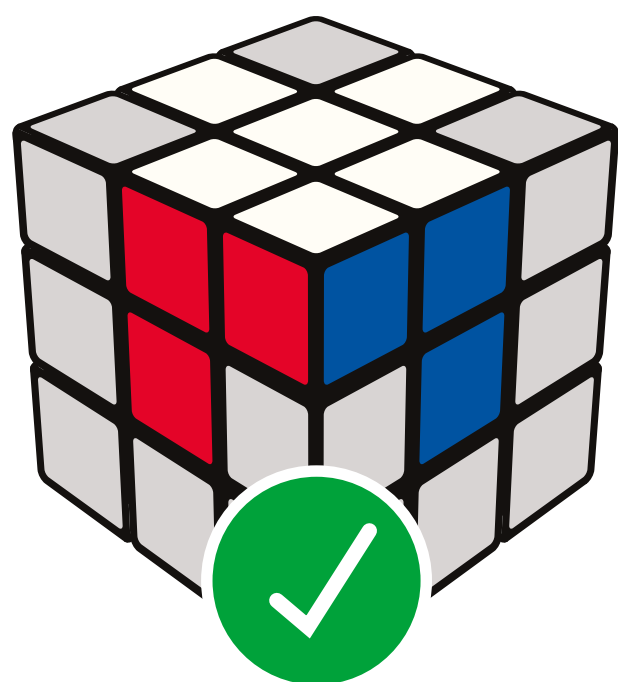
## HOLDING YOUR RUBIK'S CUBE

Begin by holding your Rubik's Cube with the white cross on the **UP (U)** face.



## CORRECT PLACEMENT

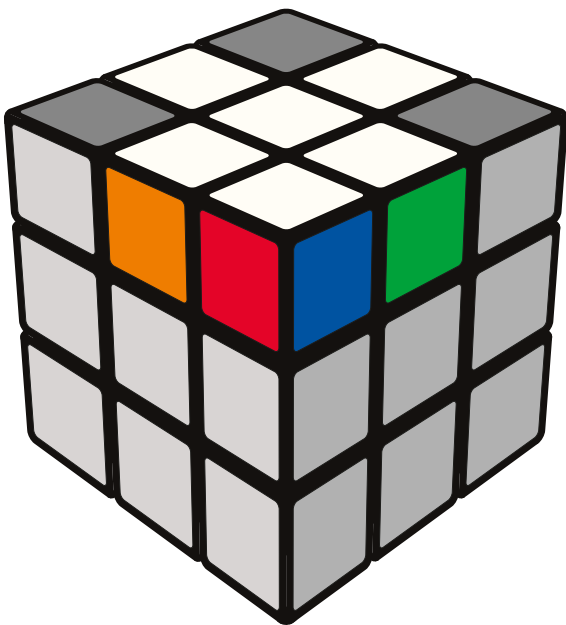
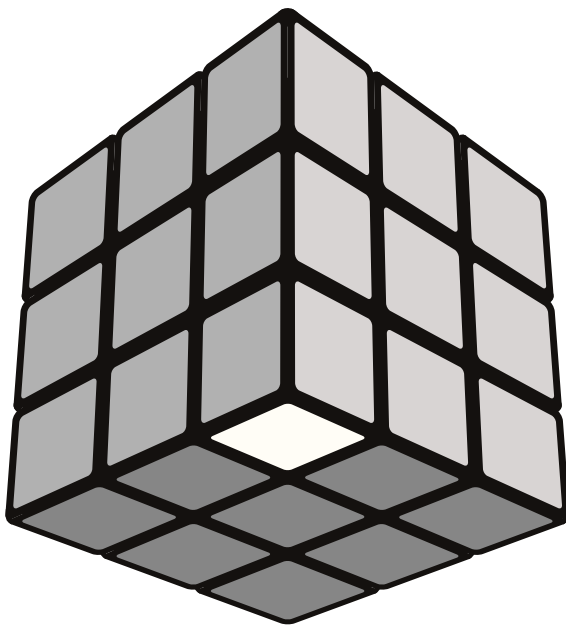
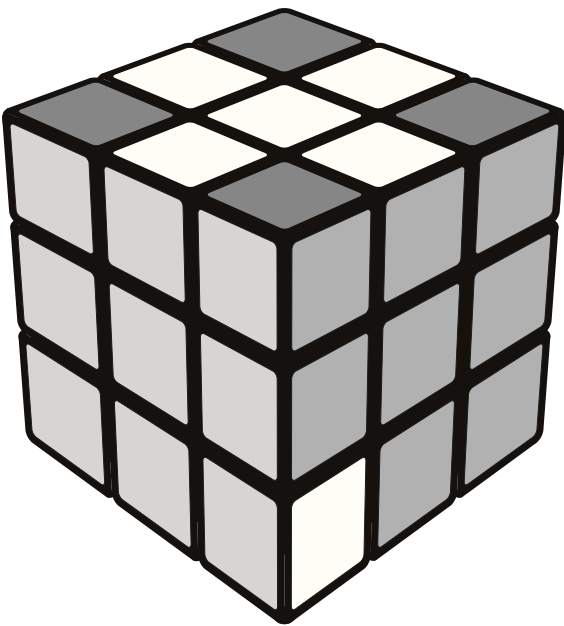
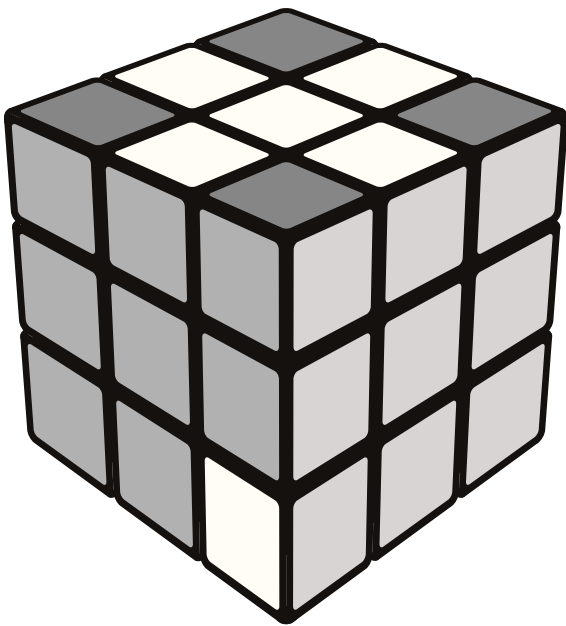
The correct placement of a corner piece is between center pieces with the same colors. Notice on the image how a red/blue/white corner goes between the red, blue, and white center pieces.



# Action 1

Locate a corner piece with a WHITE tile in the bottom layer.

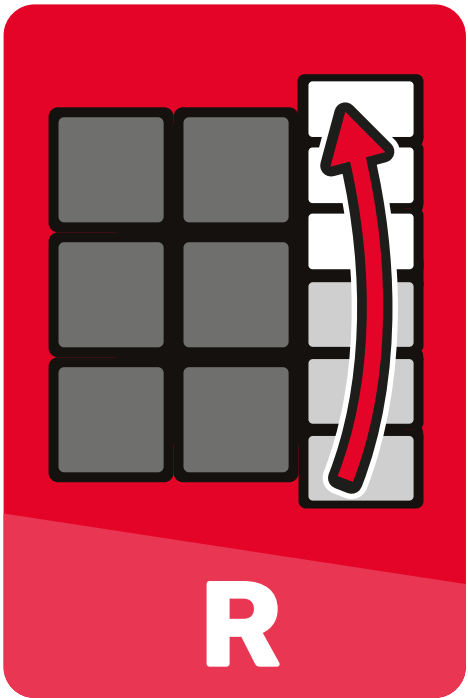
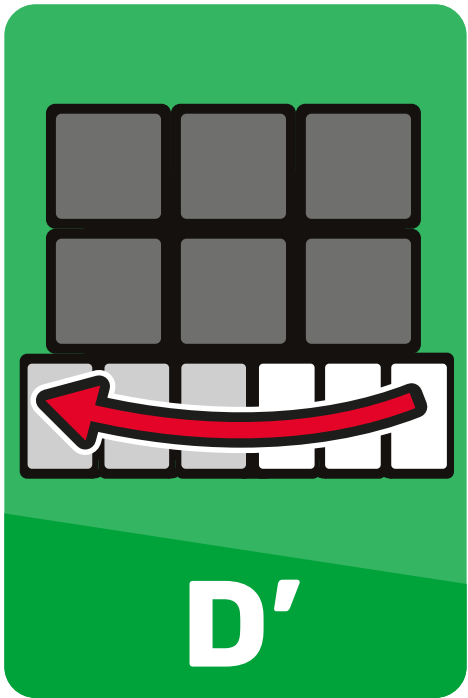
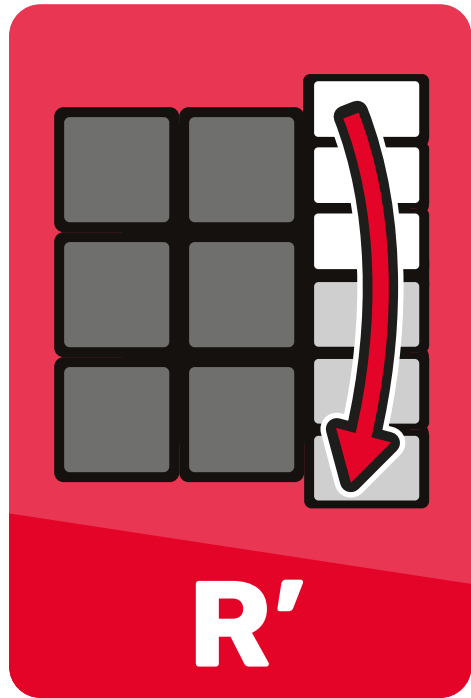
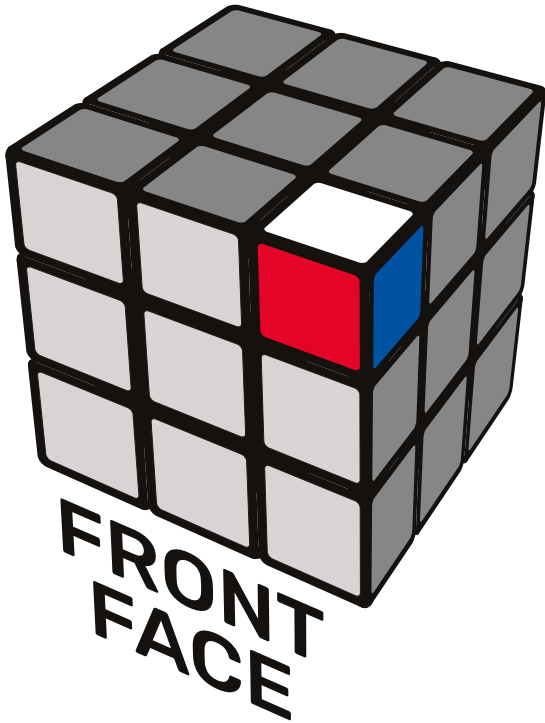
If your corner piece is in any of these positions then go to **Action 2** on **page 19** the next page.



*If your corner piece is in the top layer but not in the correct location then see the tip below.*



**TO GET A CORNER WITH A WHITE TILE FROM THE TOP LAYER TO THE BOTTOM LAYER:**





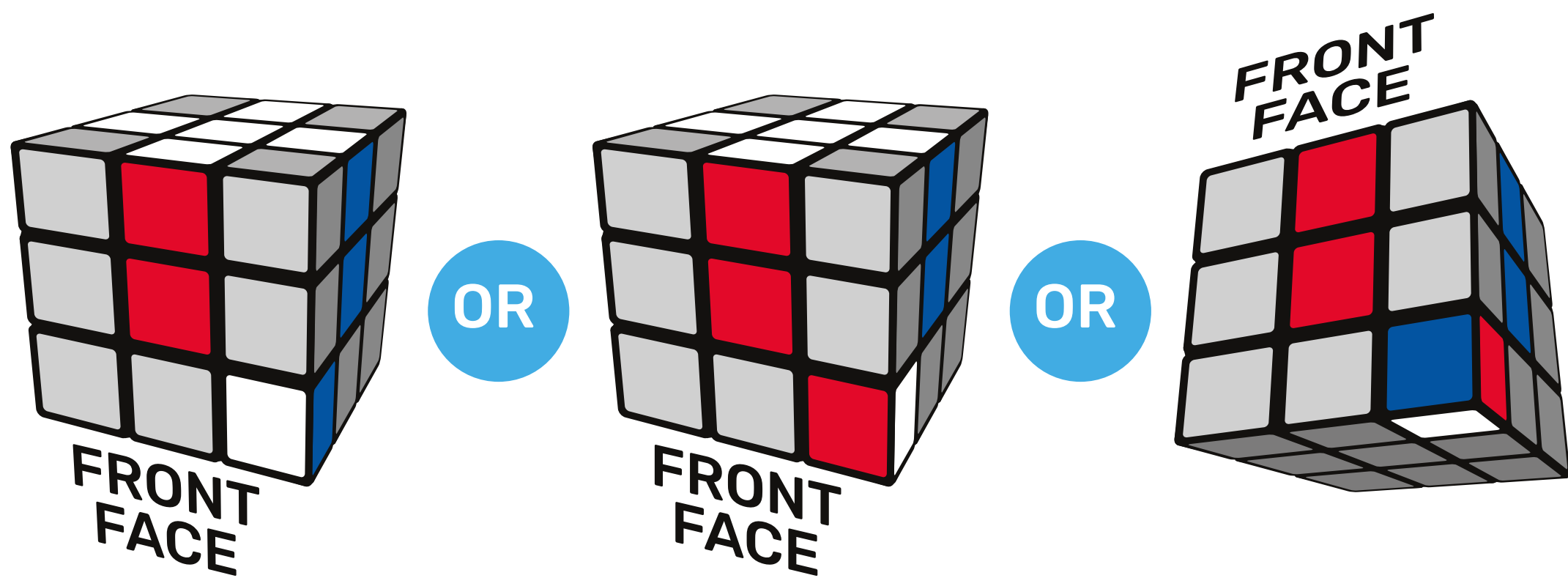
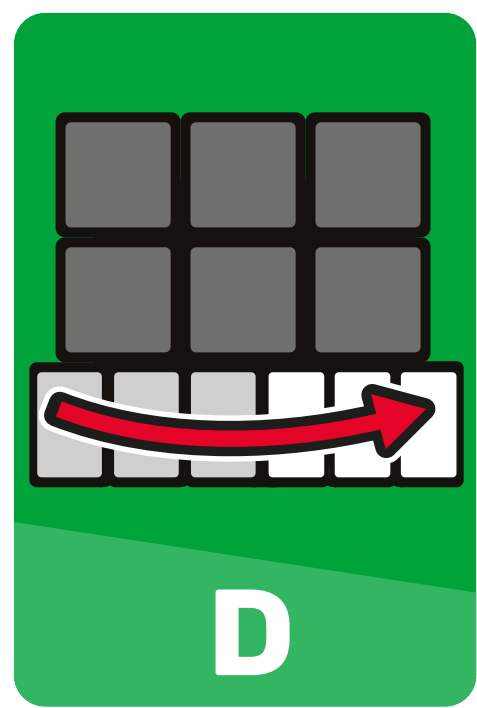
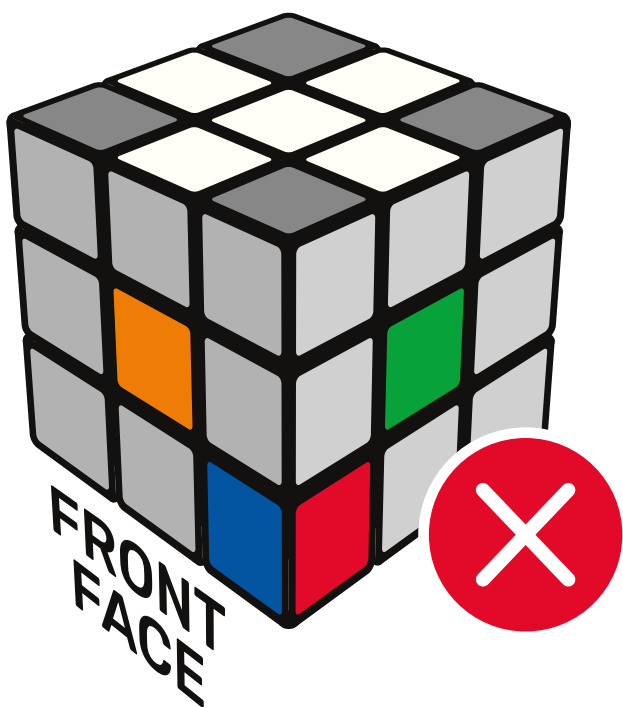
SOLVE LAYER ONE

STEP 3: SOLVE THE WHITE CORNERS

Action 2

Rotate the DOWN (D) face until the corner is between the two matching colored center tiles.

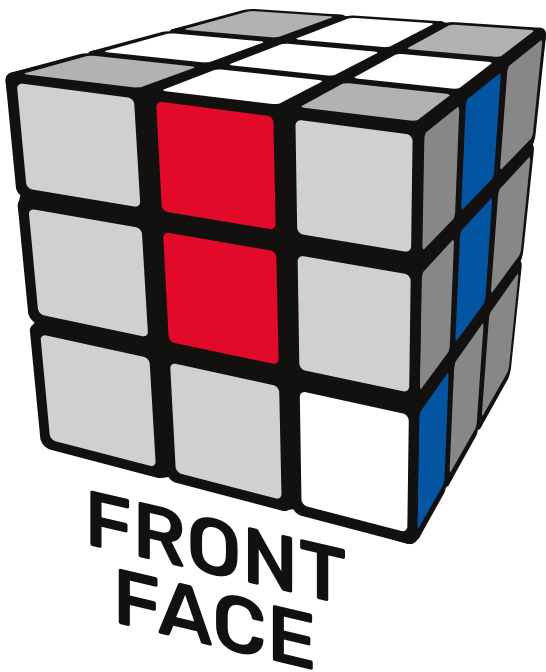
*See 'Correct Placement' note on previous page and images below.*



### Action 3

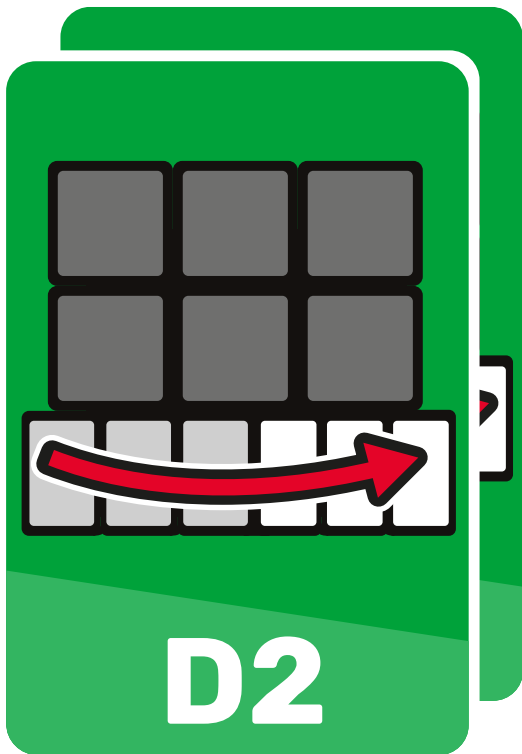
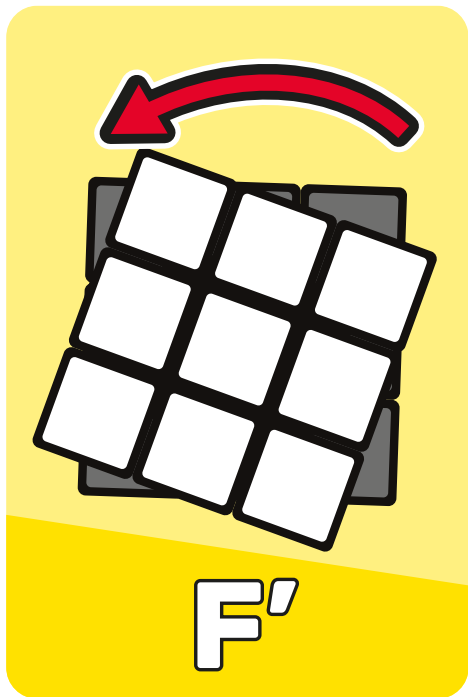
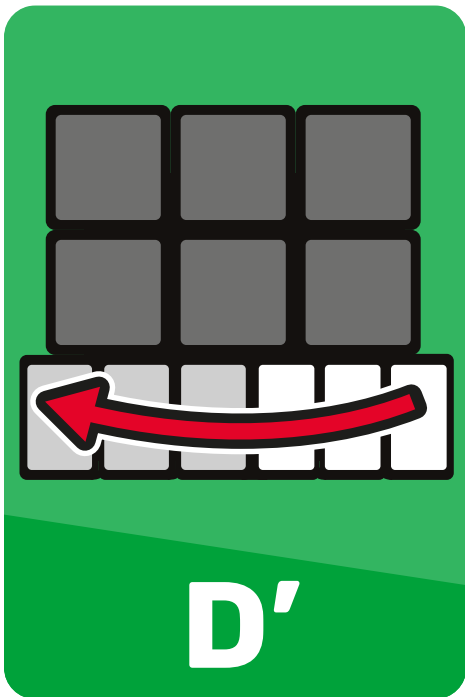
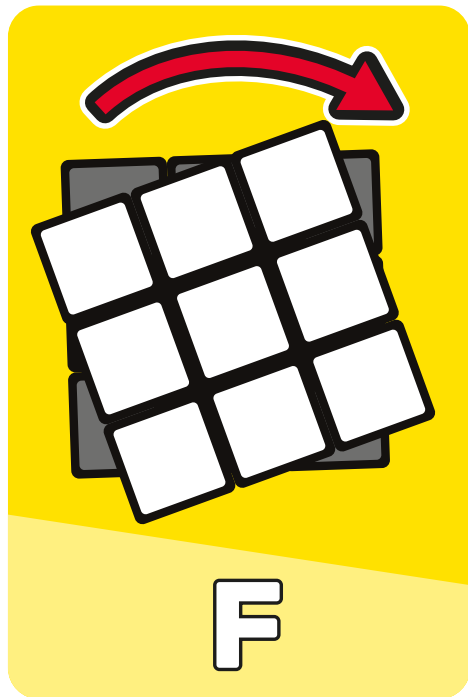
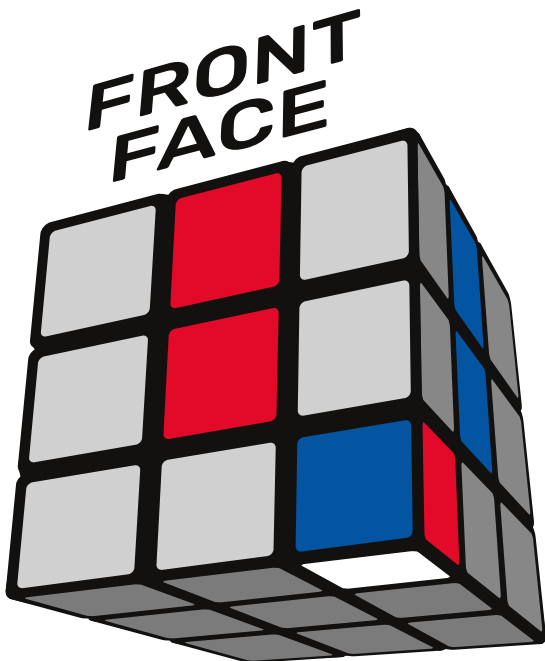
Keeping the white cross on the UP (U) face, hold your Rubik's Cube so the WHITE tile is on the FRONT face.

*If the WHITE tile is on the bottom, see the tip below.*



#### TO CHANGE A WHITE TILE FROM FACING DOWN TO FACING FRONT:

- 1. Hold your Rubik's Cube with the corner on the **RIGHT** face.
- 2. Follow this algorithm.

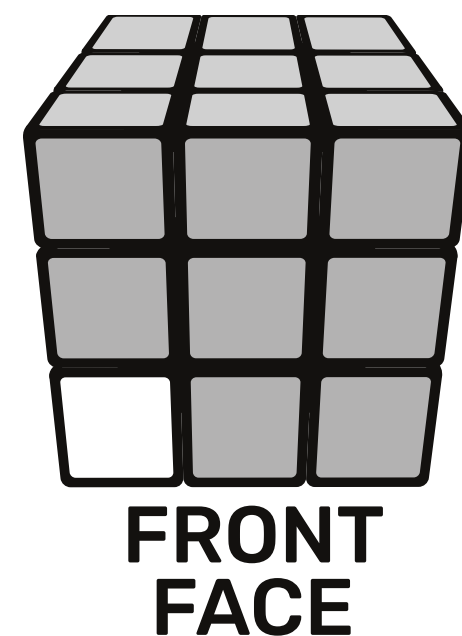
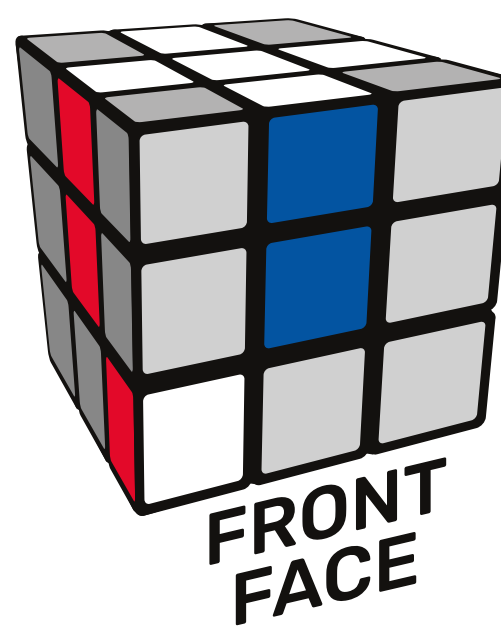


CONTINUE TO NEXT PAGE

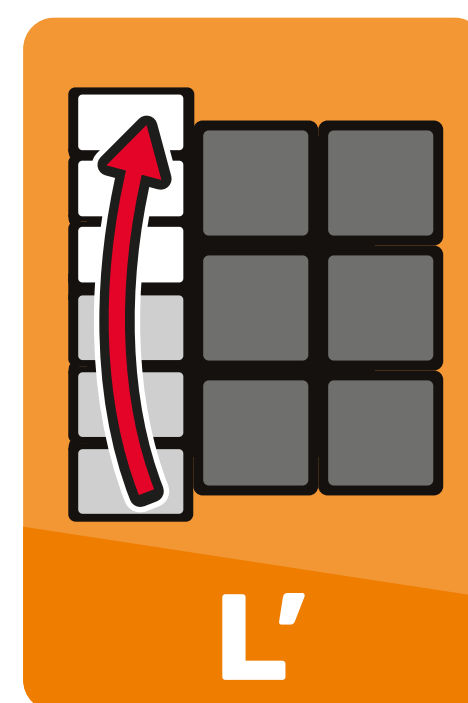
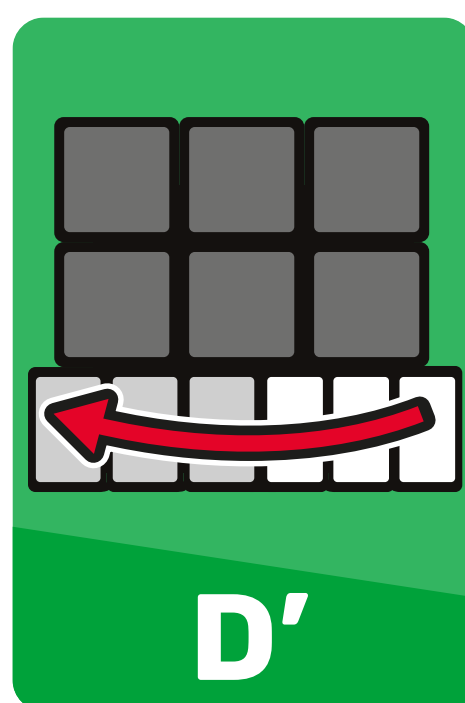
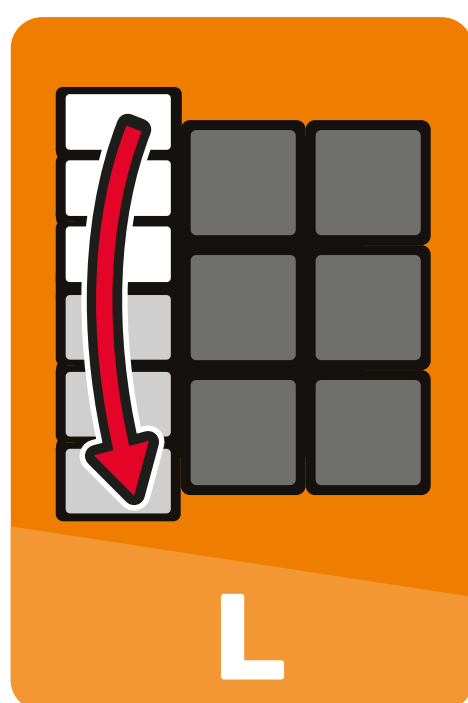
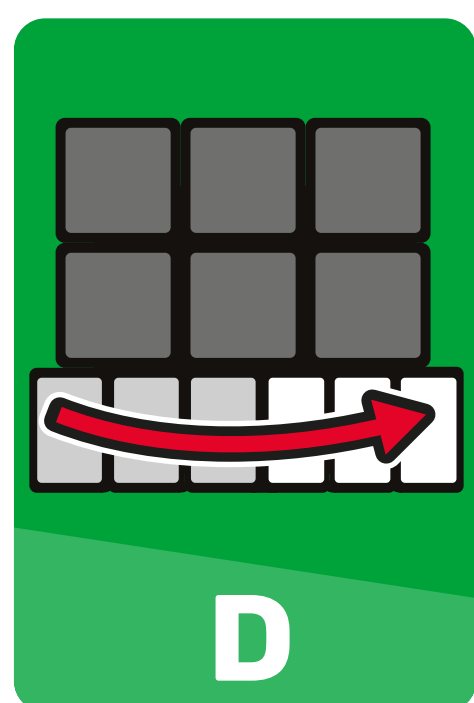


## Action 4

If the **WHITE** tile is on the **LEFT**



Follow the algorithm below.

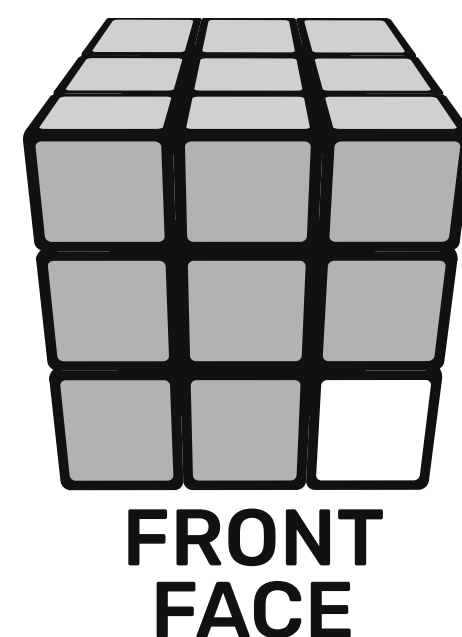
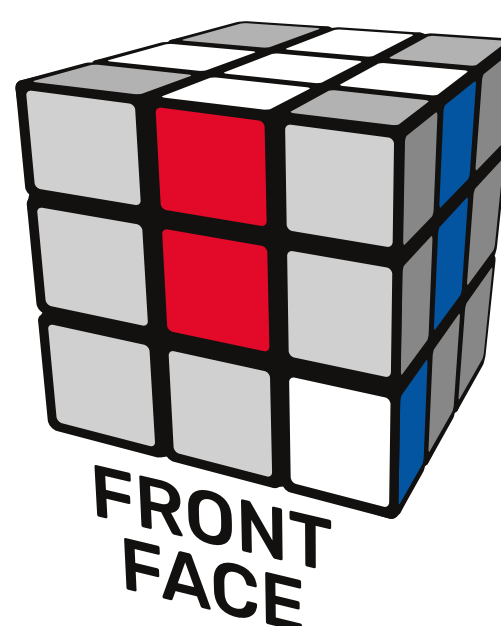


Notice: **D** moves the corner piece out of the way, **L** brings its corner position down, **D'** moves it into place and then **L'** brings it up to the top layer.

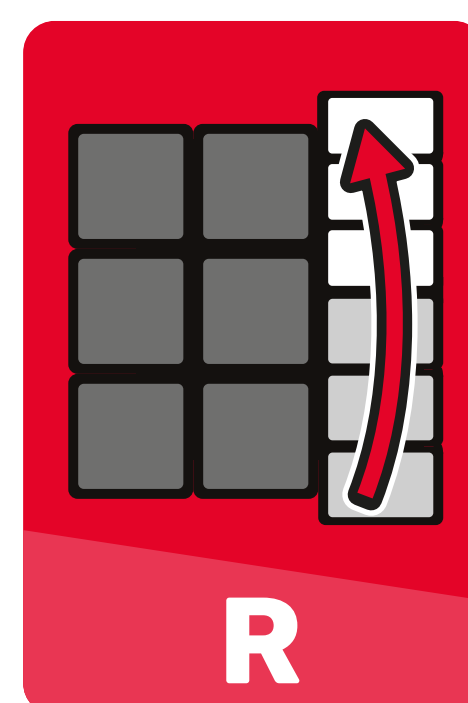
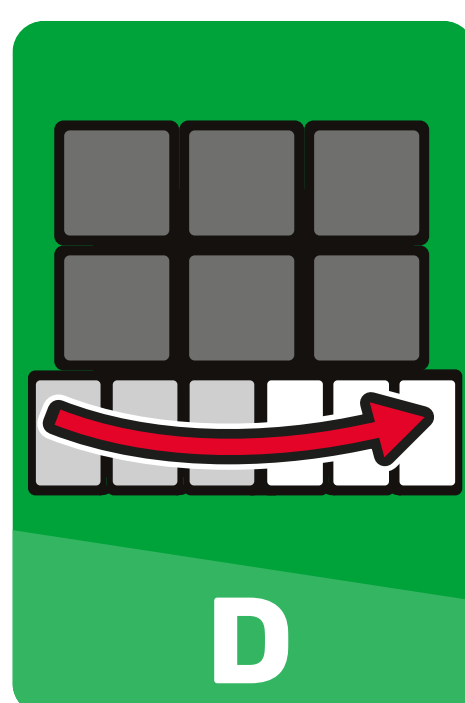
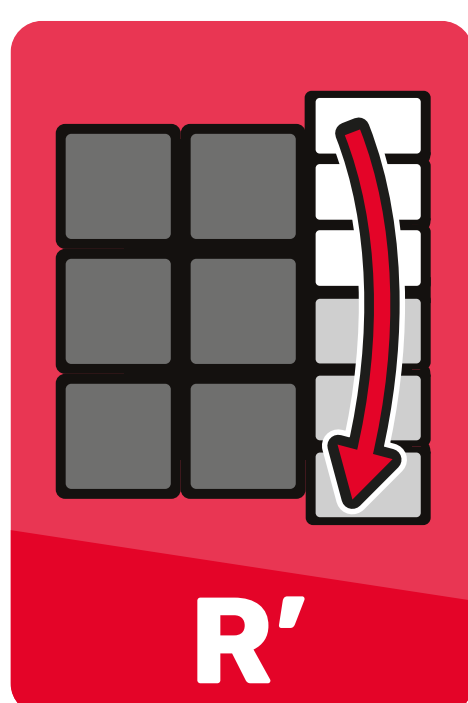
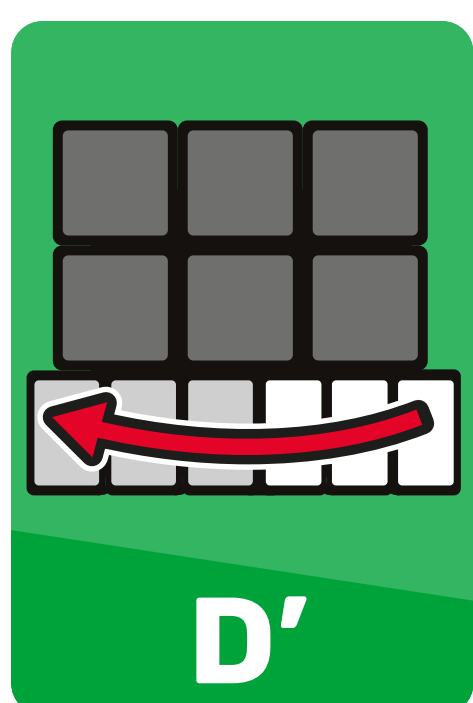
OR

## Action 4

If the **WHITE** tile is on the **RIGHT**



Follow the algorithm below.

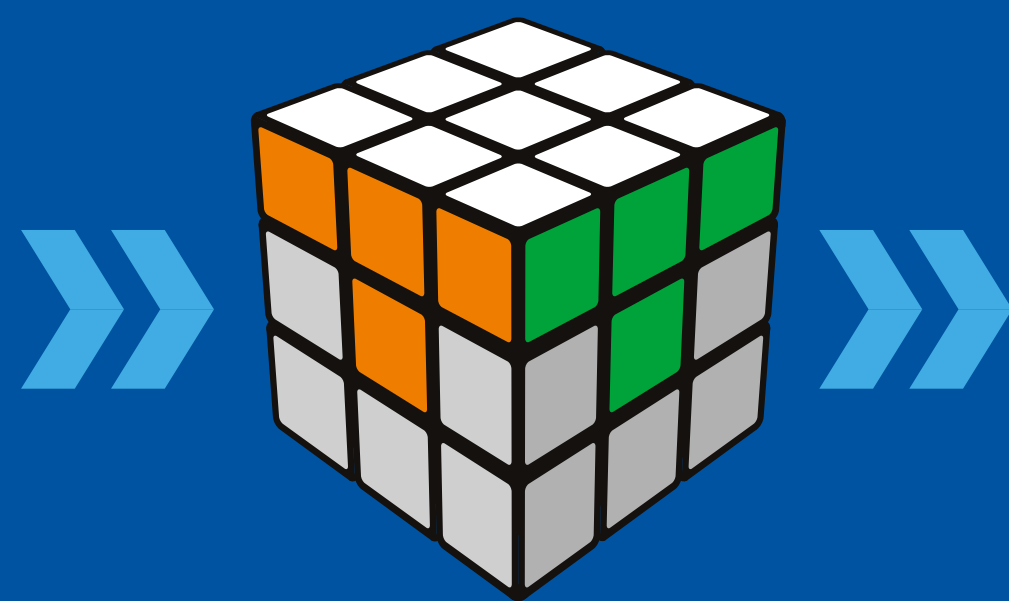


Notice: **D'** moves the corner piece out of the way, **R'** brings its corner position down, **D** moves it into place and then **R** brings it up to the top layer.

## Action 5

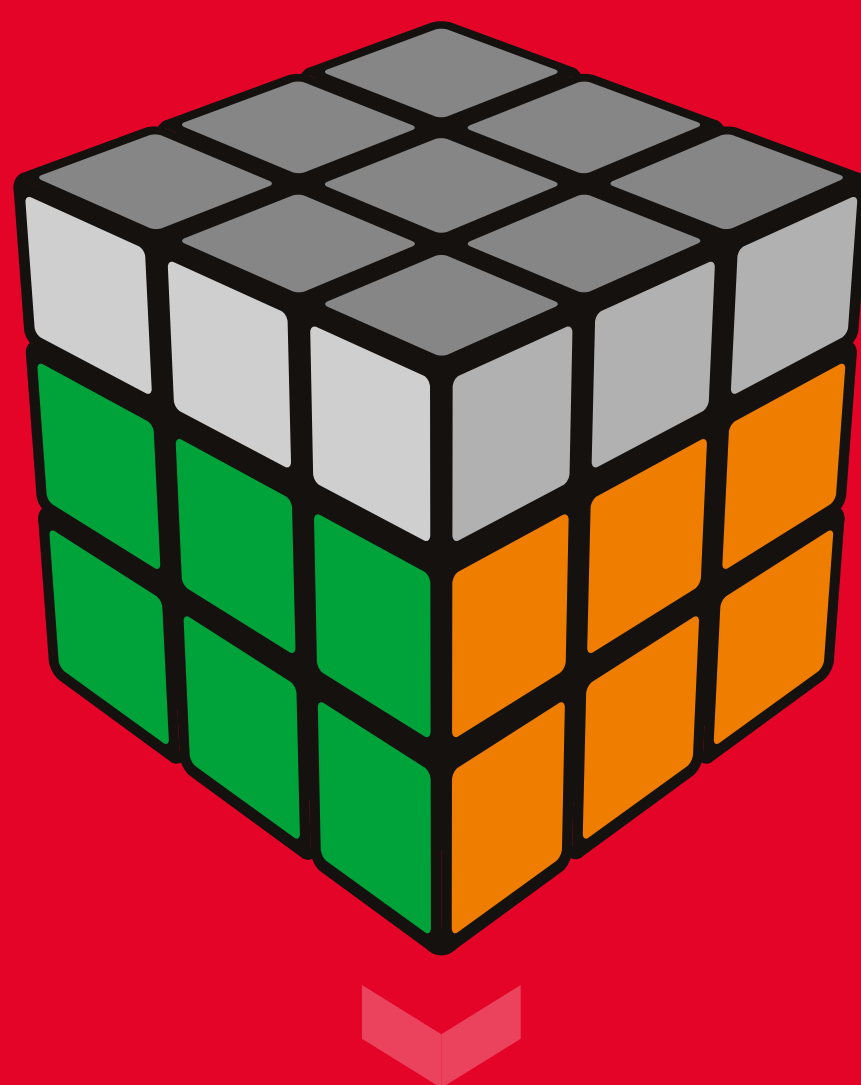
Continue **Actions 1-4** on the previous page until all white corner pieces are in the correct positions.

When your Rubik's Cube looks like the picture here, you have one-third solved and you can now learn to solve the middle layer!



**CONGRATULATIONS!**

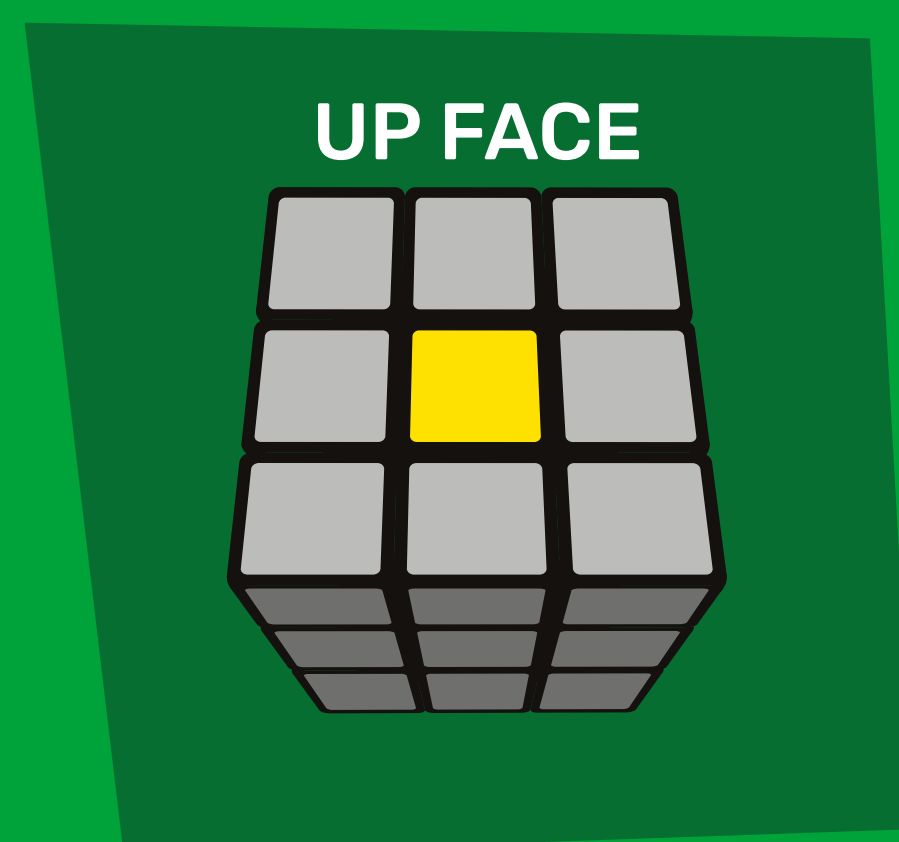
You have now solved layer one!  
Scroll on to solve the middle layer.



## SOLVE THE MIDDLE LAYER

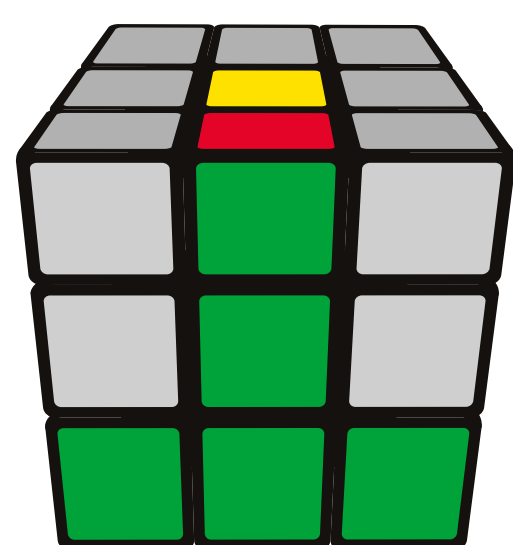
### HOLDING YOUR RUBIK'S CUBE

Flip your Rubik's Cube over so the completed **WHITE** face is the **DOWN** face.

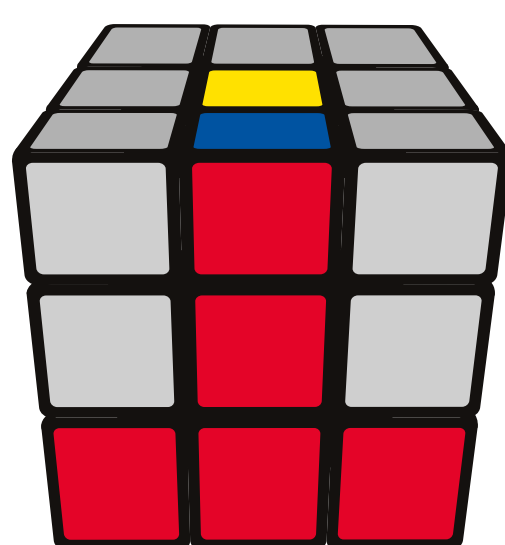


#### Action 1

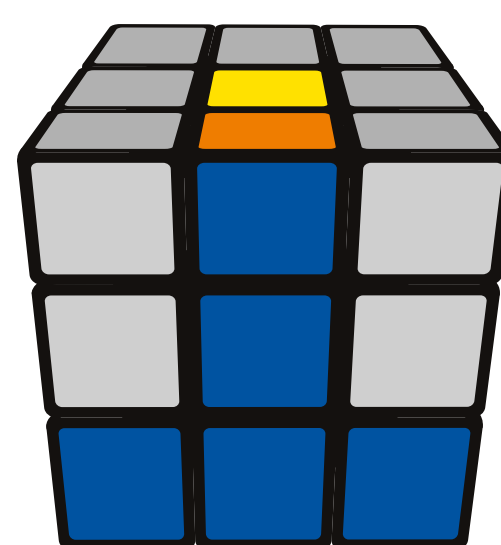
Choose a **FRONT** face. Rotate the **UP (U)** face to create a vertical line matching one of the pictures below.



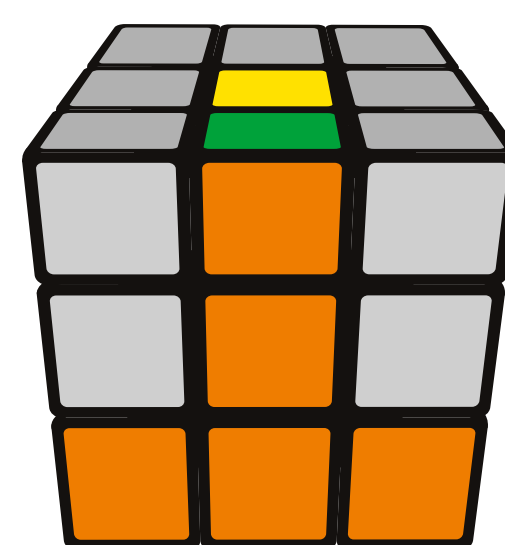
FRONT  
FACE



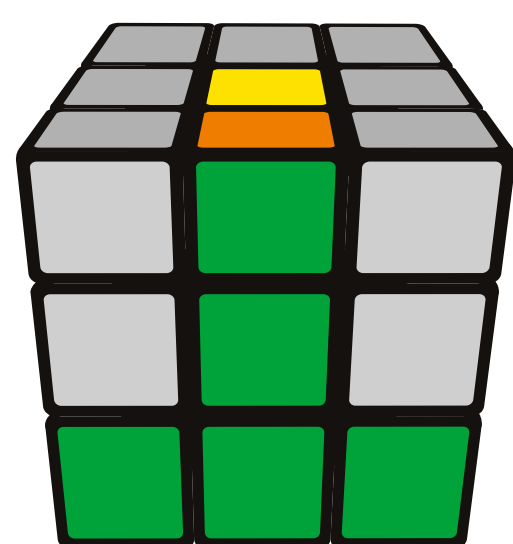
FRONT  
FACE



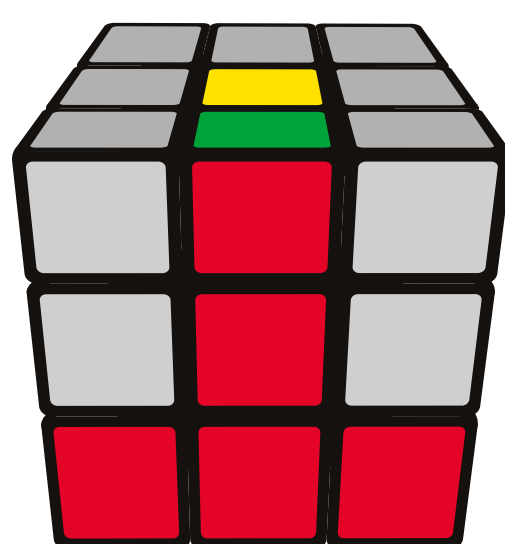
FRONT  
FACE



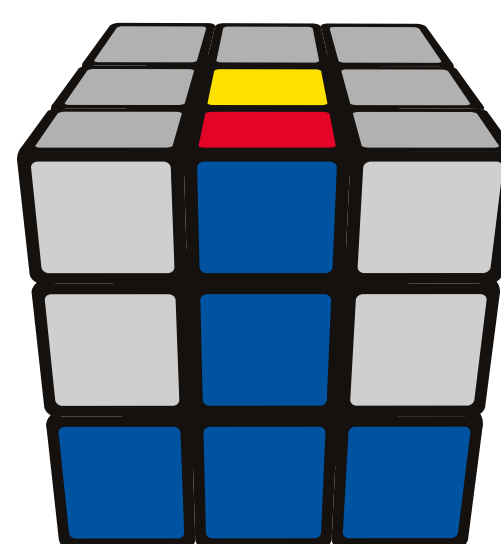
FRONT  
FACE



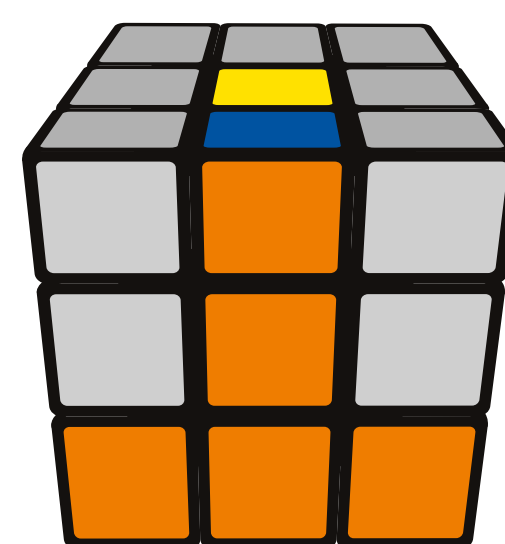
FRONT  
FACE



FRONT  
FACE



FRONT  
FACE



FRONT  
FACE

If you can't match one of these pictures, pick another **FRONT** face until you can match one of the pictures.

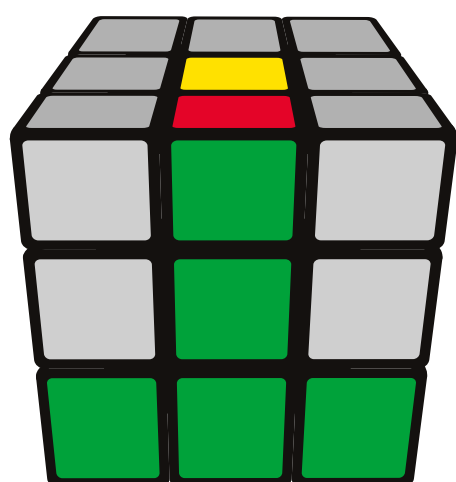
*If you can't make any vertical lines, see tip on the next page.*



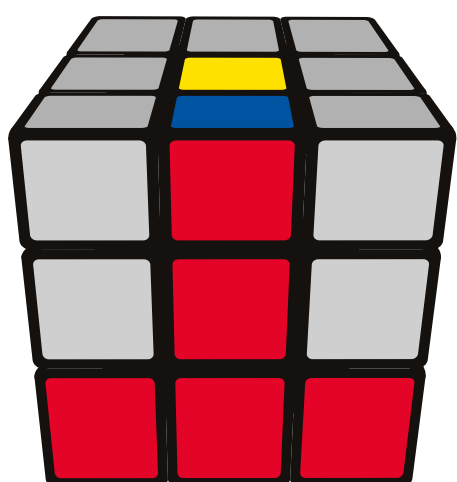




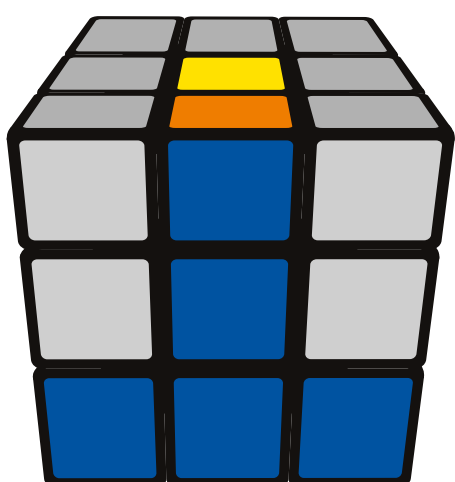
**IF YOU CAN'T MAKE A VERTICAL LINE TO MATCH A PICTURE BELOW:**



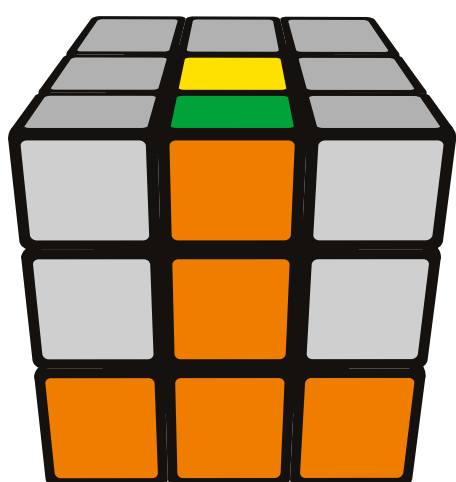
FRONT  
FACE



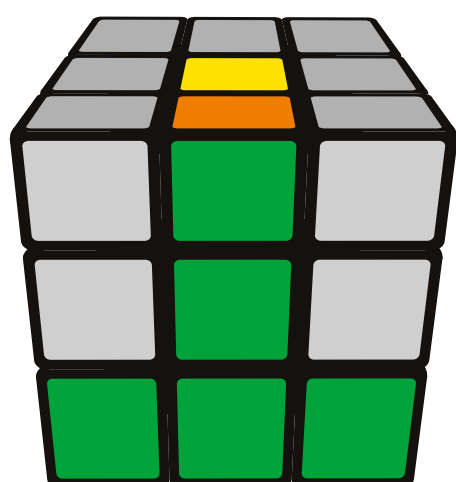
FRONT  
FACE



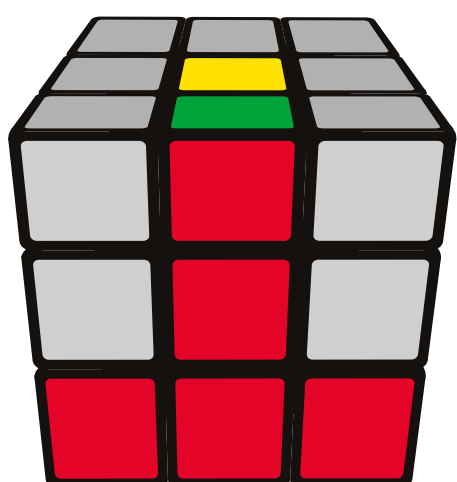
FRONT  
FACE



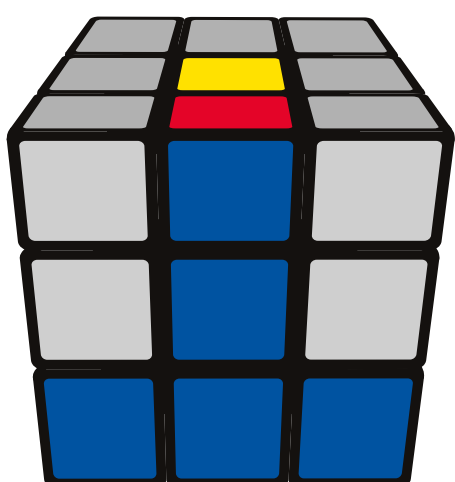
FRONT  
FACE



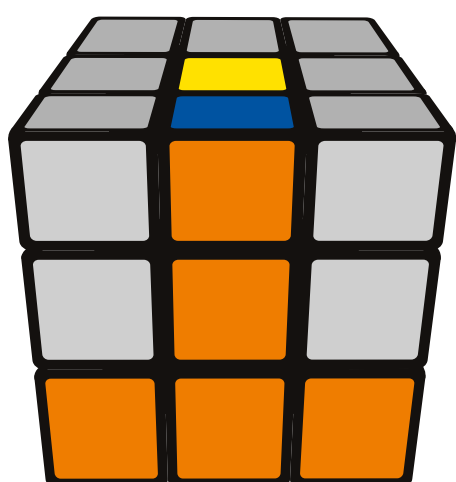
FRONT  
FACE



FRONT  
FACE



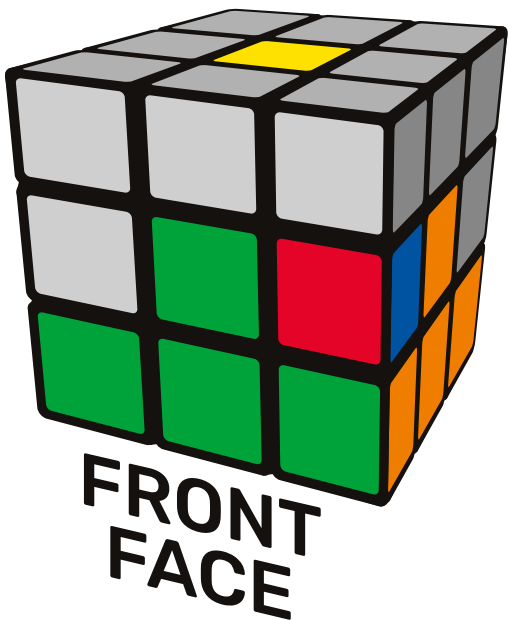
FRONT  
FACE



FRONT  
FACE

**IF YOU CAN'T MAKE A VERTICAL LINE TO MATCH A PICTURE ABOVE:**

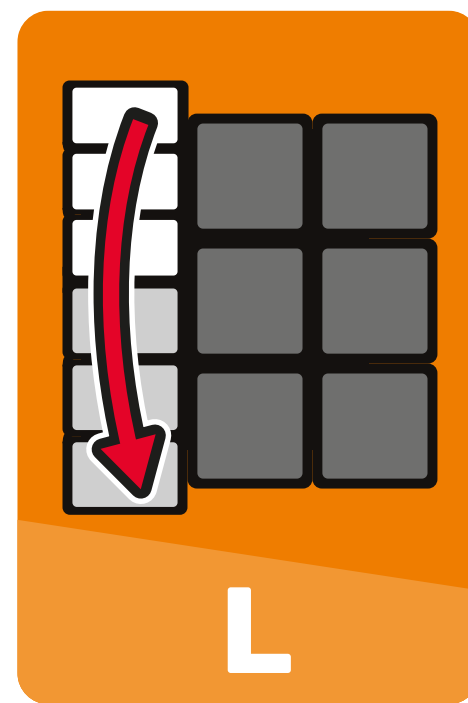
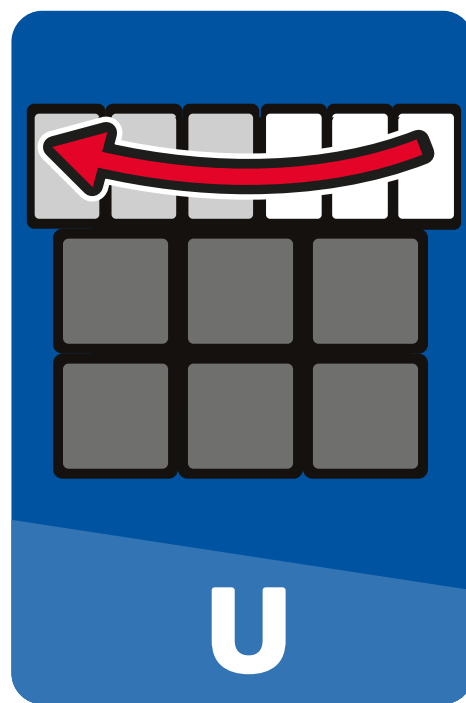
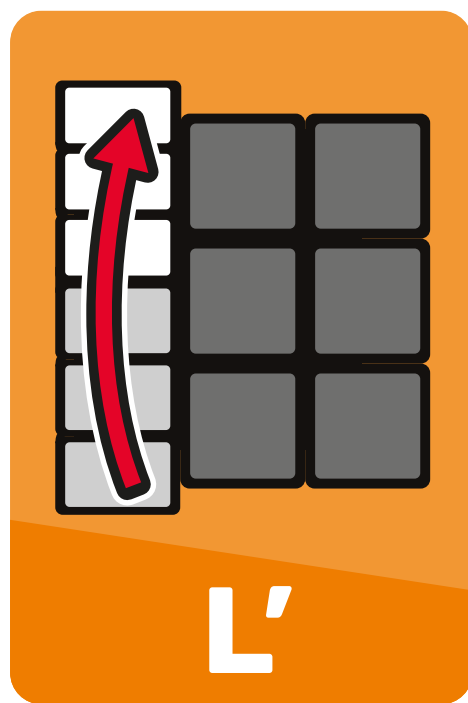
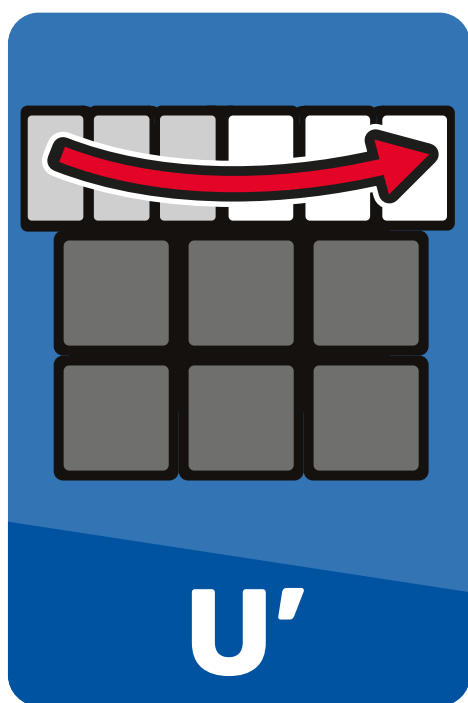
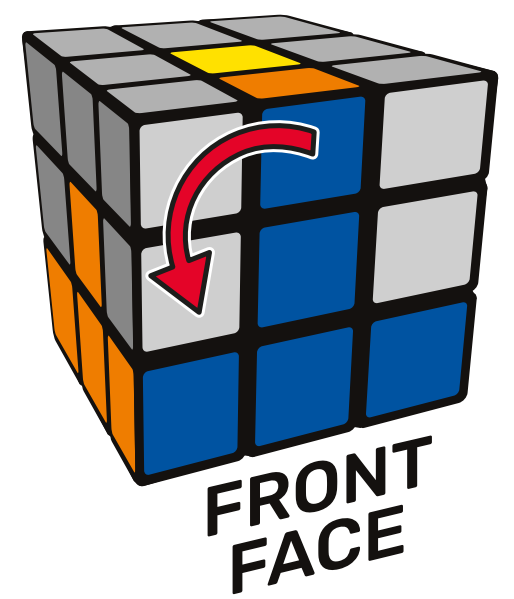
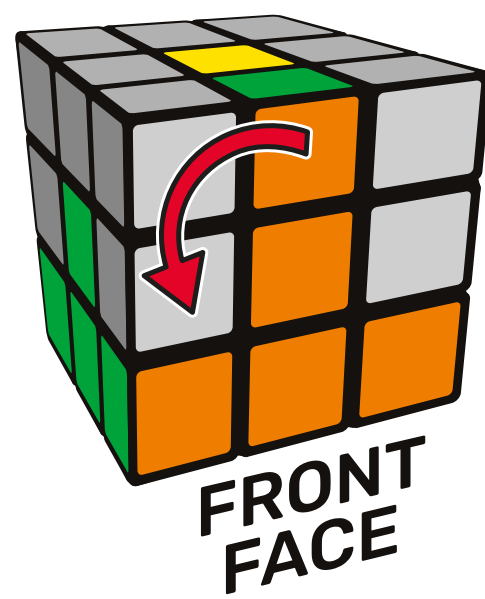
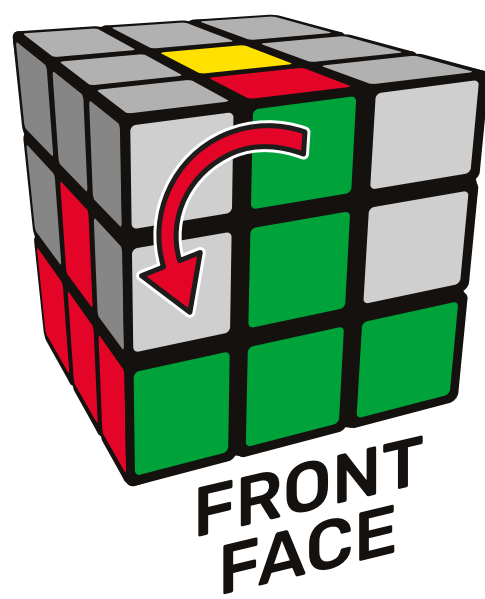
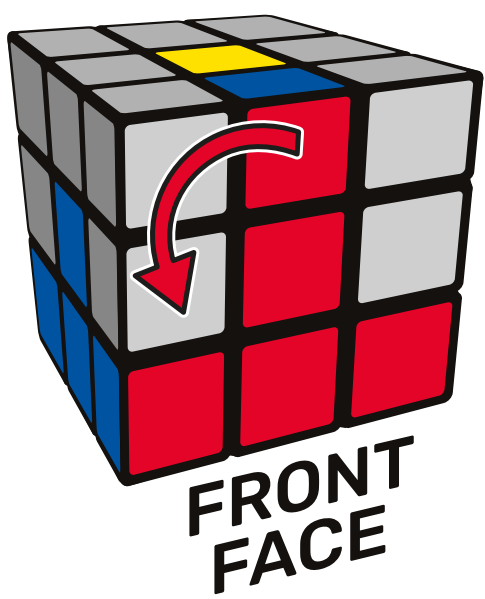
You will need to swap an edge from the UP (U) face with an edge already in the middle layer.



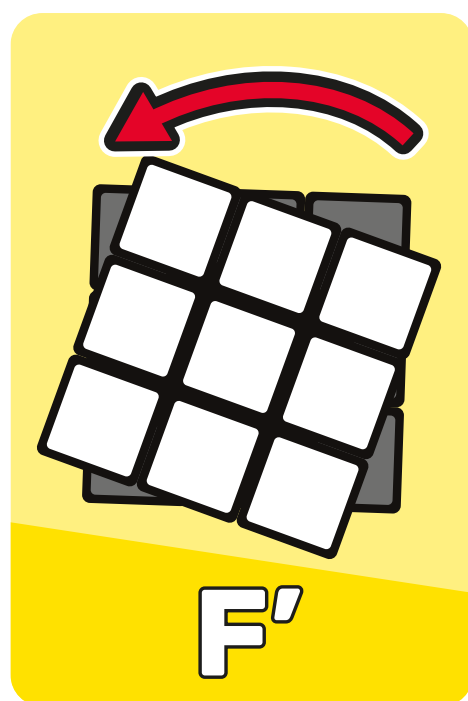
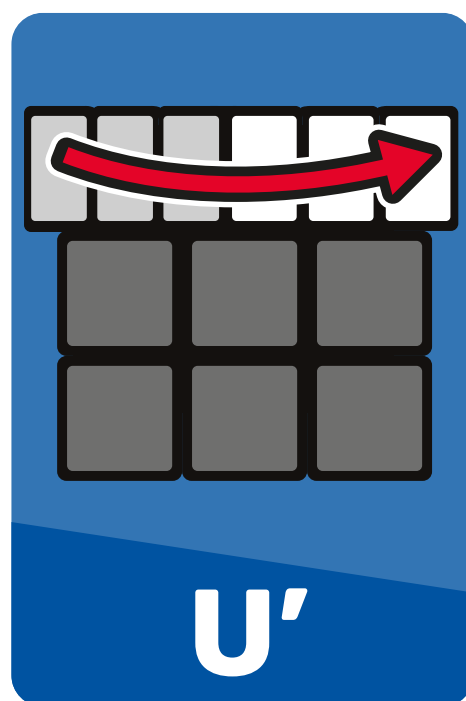
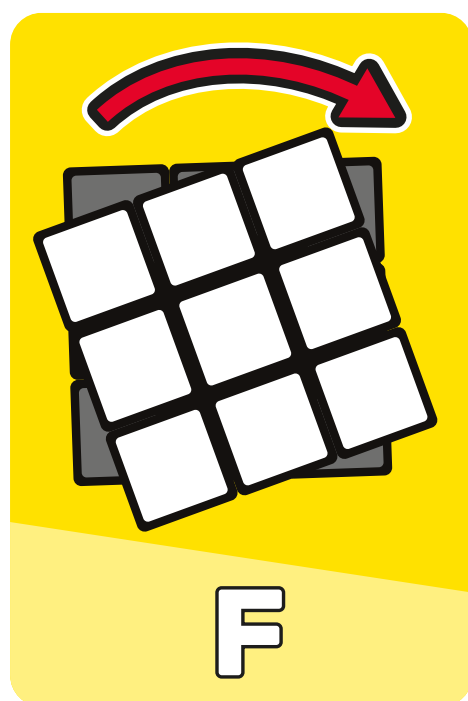
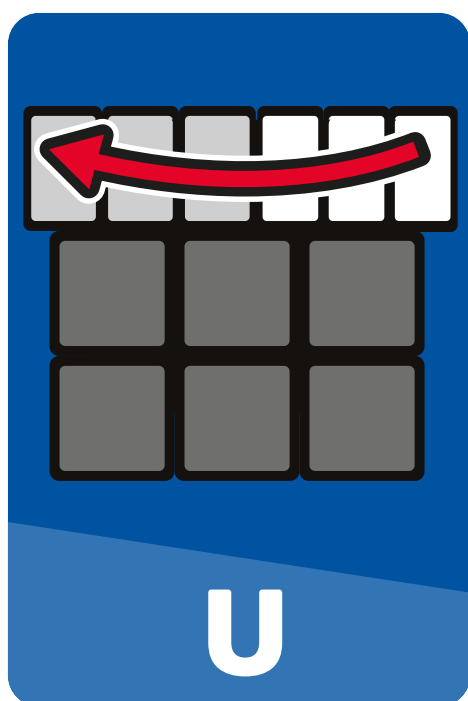
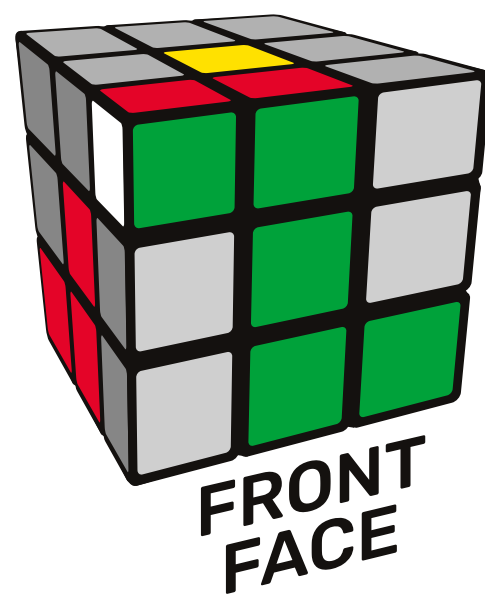
- Look in the **MIDDLE** layer to locate a mismatched edge that doesn't have a yellow tile.
- Hold your Rubik's Cube so the mismatched edge in the middle layer is on the **RIGHT** face.
- Follow the algorithm 'Moving Right' on **page 26**.
- Now proceed to **Action 1** on **page 23**.

## Action 2 Moving Left

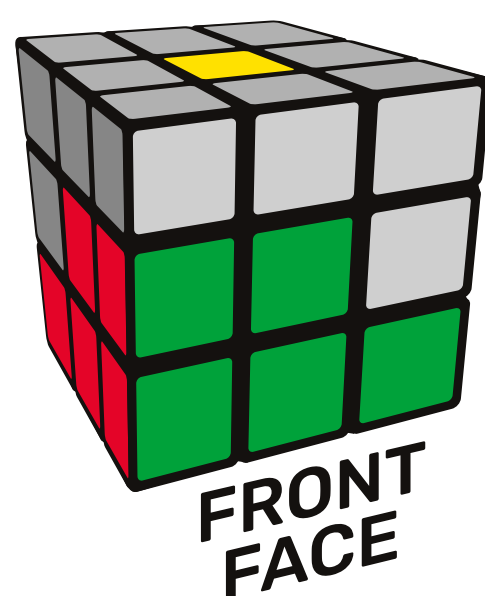
If you're moving the edge piece to the left, follow these moves:



*This algorithm places the edge piece next to its correct corner piece.*

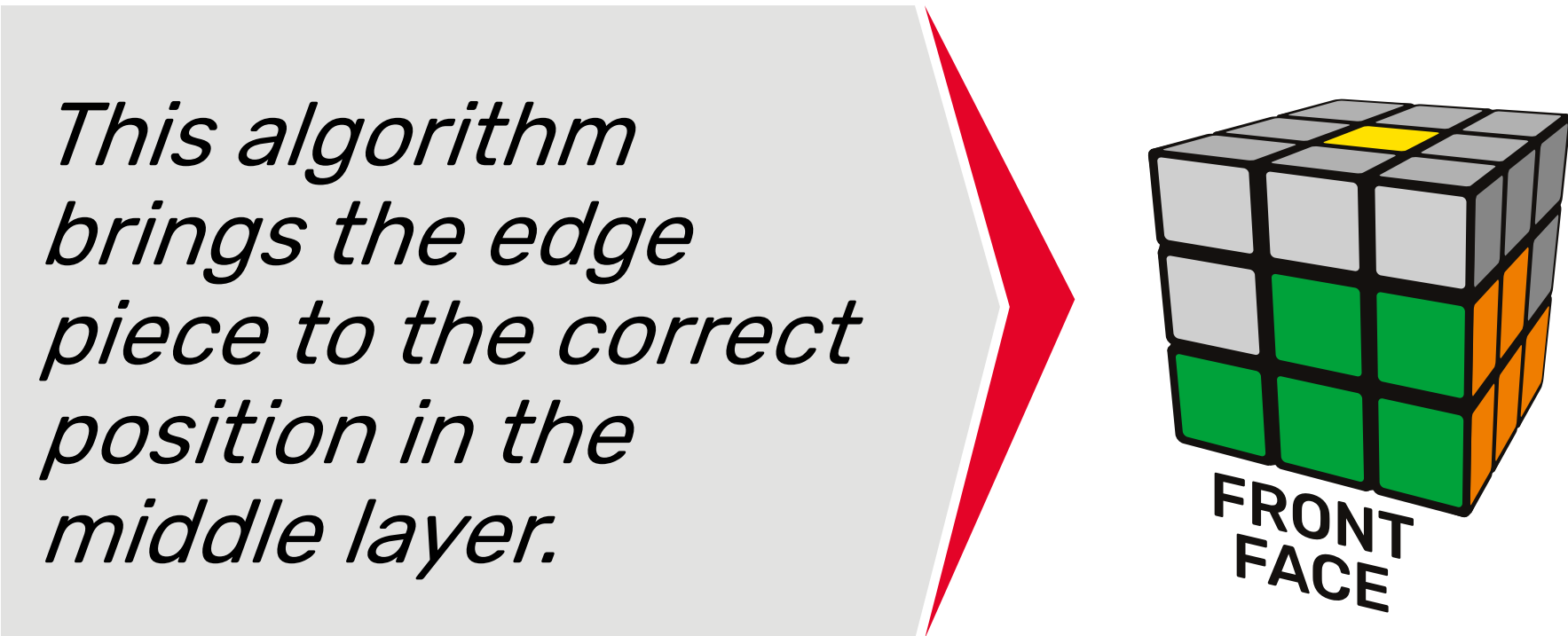
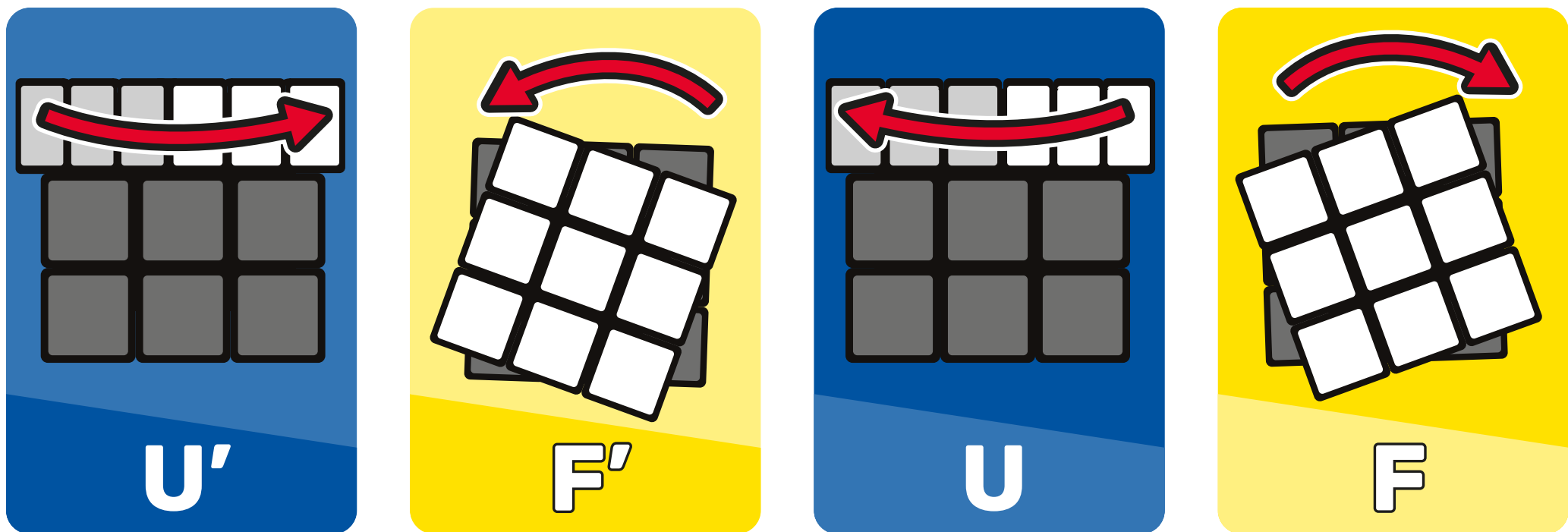
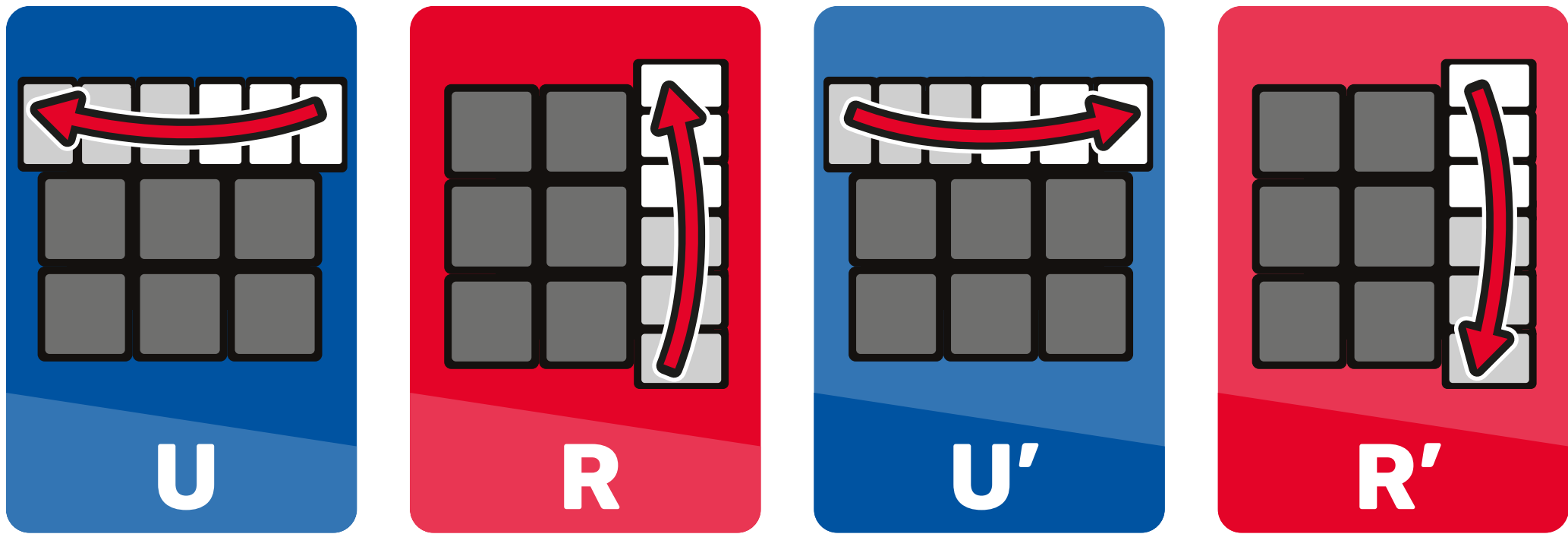
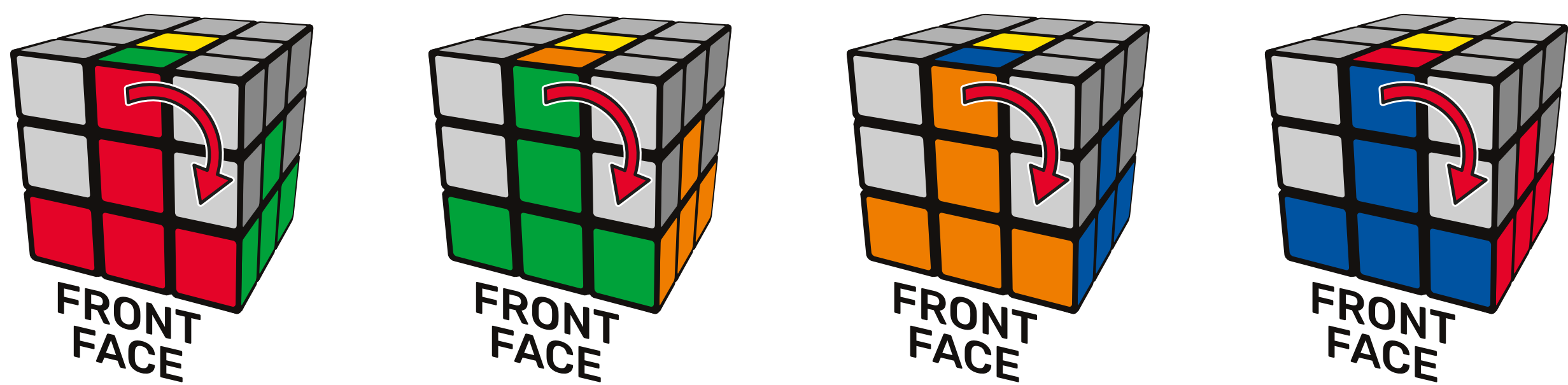


*This algorithm brings the edge piece to the correct position in the middle layer.*



**OR** **Action 2 Moving Right**

If you're moving the edge piece to the right, follow these moves:



## Action 3

Continue **Actions 1-2** on the previous page until all **MIDDLE** layer pieces are in the correct positions.

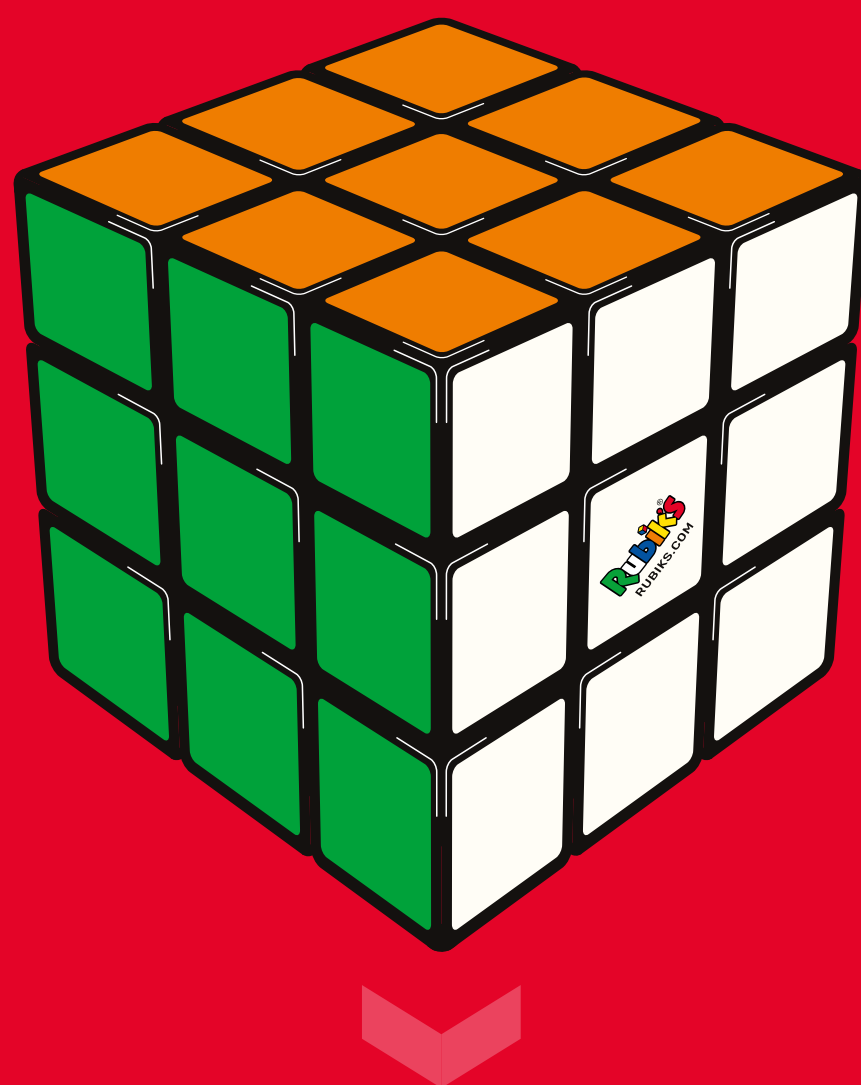
When the two bottom layers of your Rubik's Cube look like this picture, you can move to solving the third layer. You are two-thirds of the way done!



# CONGRATULATIONS!

You have now solved the middle layer!

Scroll on to solve the final layer.



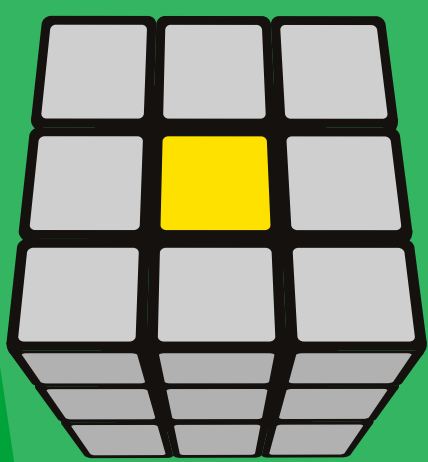


SOLVE THE FINAL LAYER

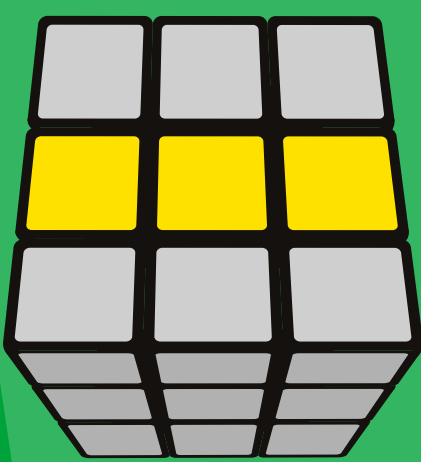
STEP 1: MAKE A YELLOW CROSS

HOLDING YOUR RUBIK'S CUBE

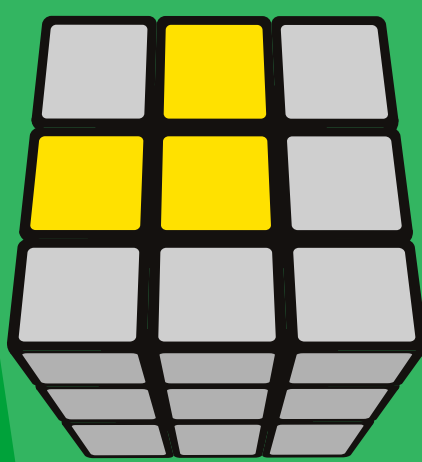
Match your Rubik's Cube to one of the pictures below. Focus on the **YELLOW** edges on the **UP (U)** face only (not corners).



FRONT  
FACE



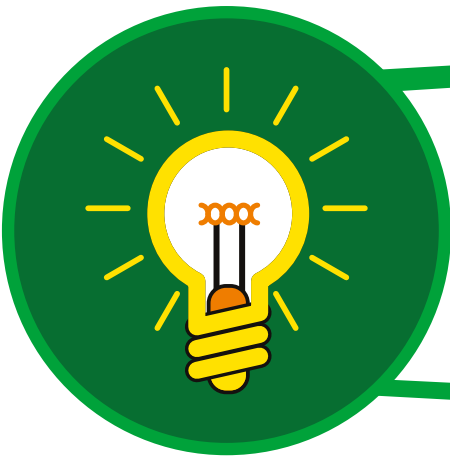
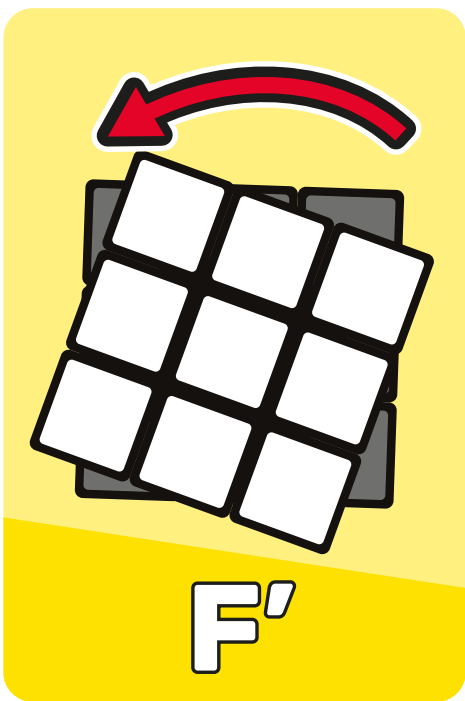
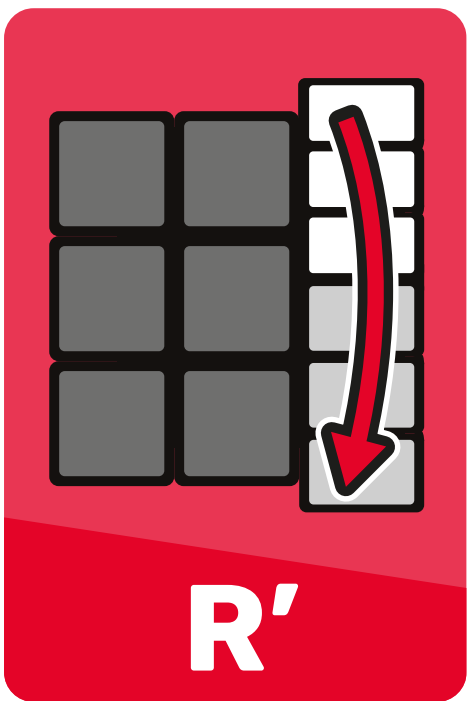
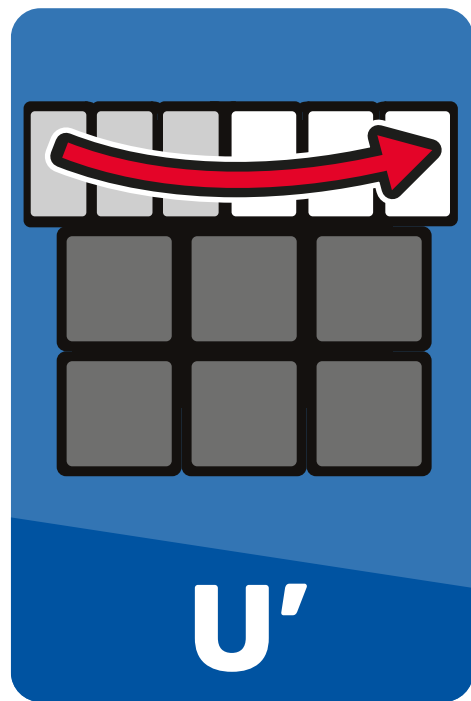
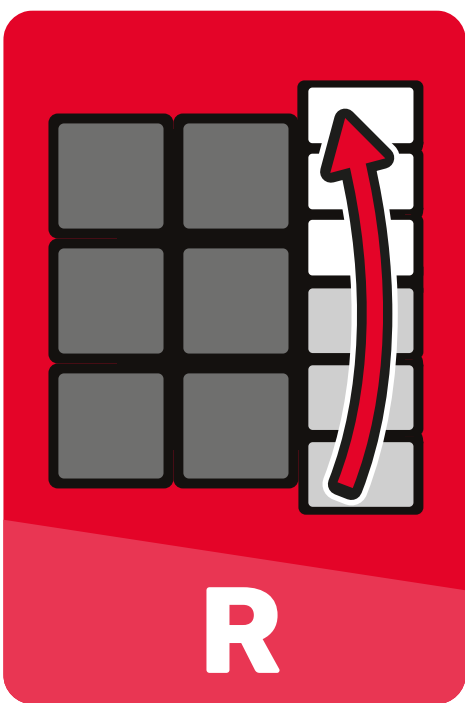
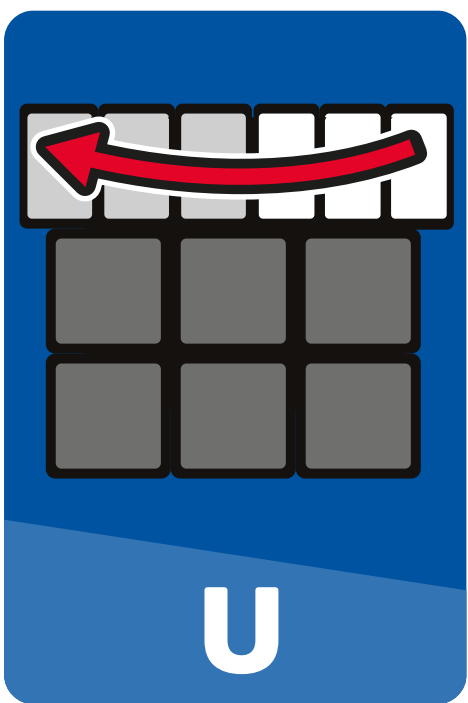
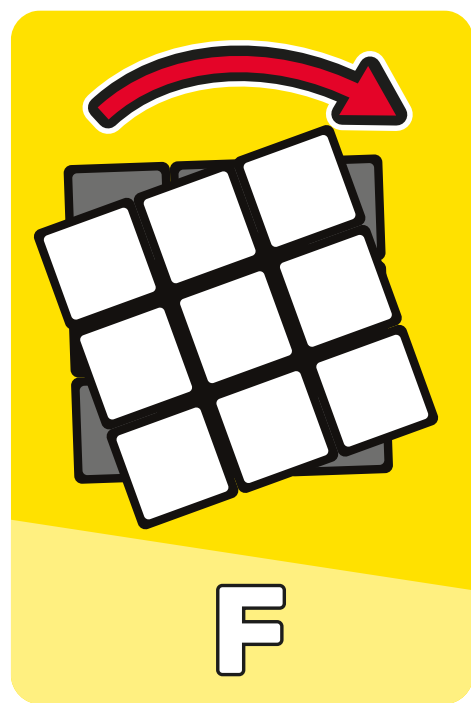
FRONT  
FACE



FRONT  
FACE



Action 1 Follow this algorithm.



TIP ON  
NEXT PAGE





Remember this algorithm  
as **FUR** says **U'R'F'**.

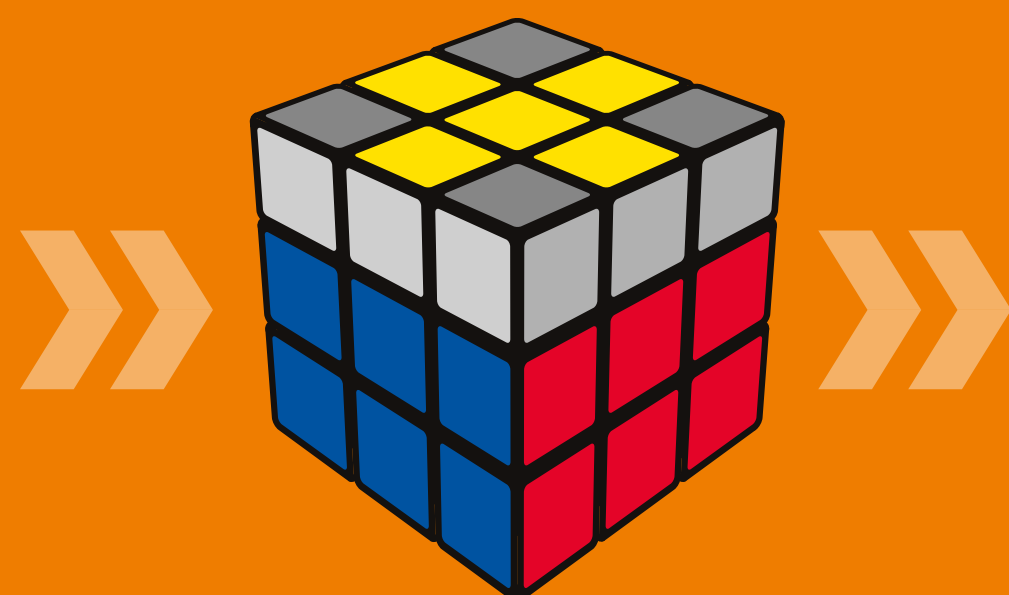


Notice the first three moves go  
clockwise and the next three  
moves go counter-clockwise.

## Action 2

If the **YELLOW** Cross is not formed yet, REMATCH  
your Rubik's Cube to one of the pictures in the  
'Holding your Rubik's Cube' section above and  
follow the algorithm again.

When your Rubik's Cube looks  
like this picture, move on to the  
next step!



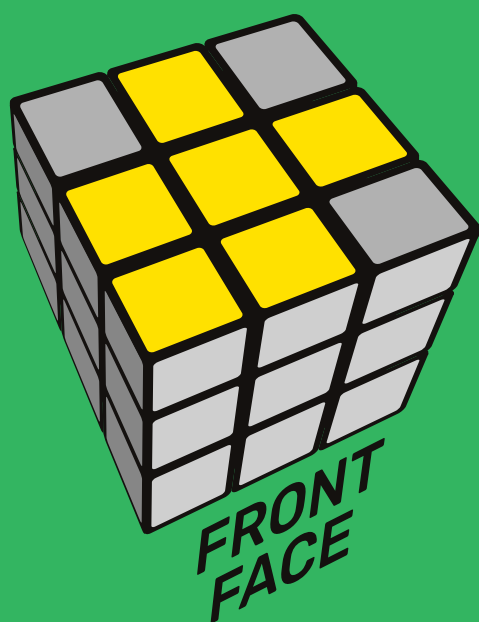
## SOLVE THE FINAL LAYER

# STEP 2: ORIENT THE CORNERS

### HOLDING YOUR RUBIK'S CUBE

Hold your Rubik's Cube so the **UP (U)** face matches one of the images in the table below.

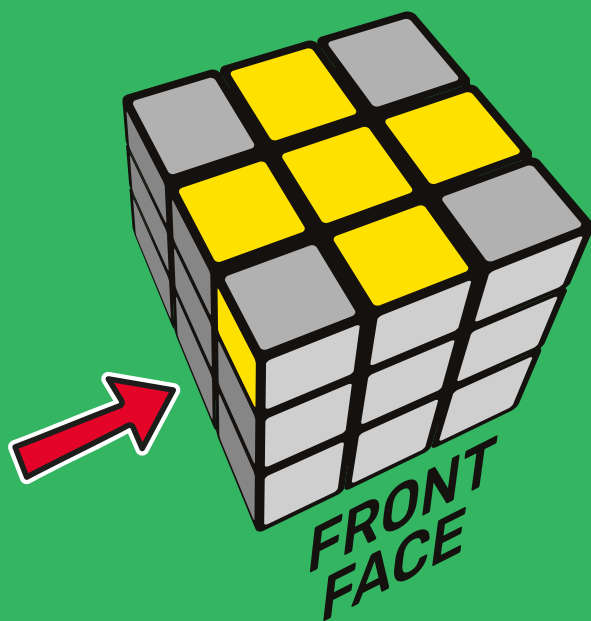
If one corner piece is **YELLOW**



This saying may help:  
**'Feed the fish'**

Hold your Rubik's Cube so the fish can eat out of your **LEFT** hand.

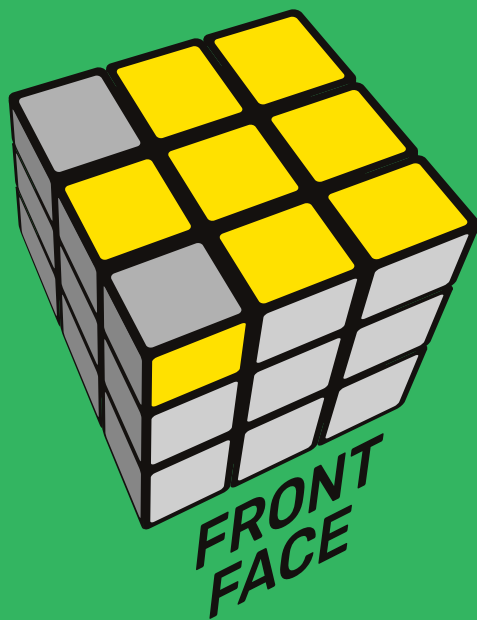
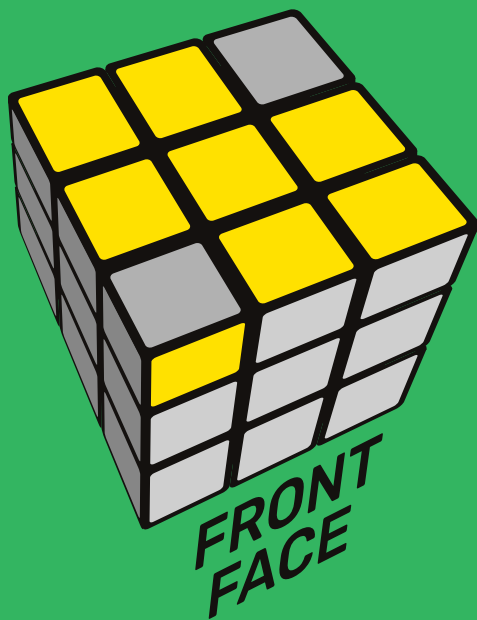
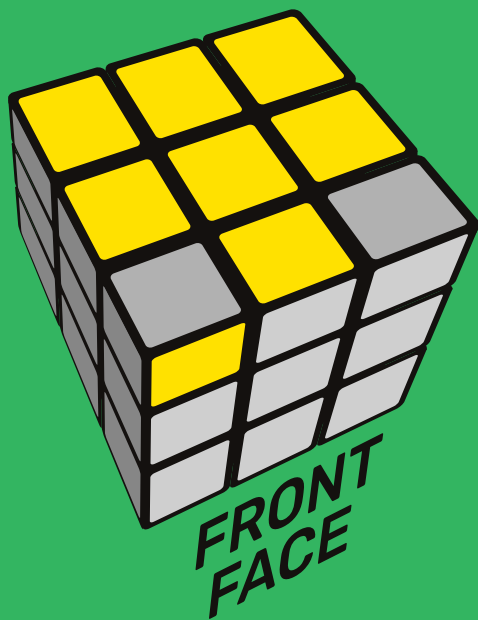
If no corner pieces are **YELLOW**



This saying may help:  
**'None - left'**

Hold your Rubik's Cube with a **YELLOW** tile on the **LEFT (L)** face.

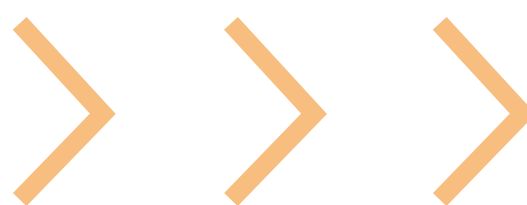
If two corner pieces are **YELLOW**



This saying may help:  
**'I see two, my left thumb's on you'**

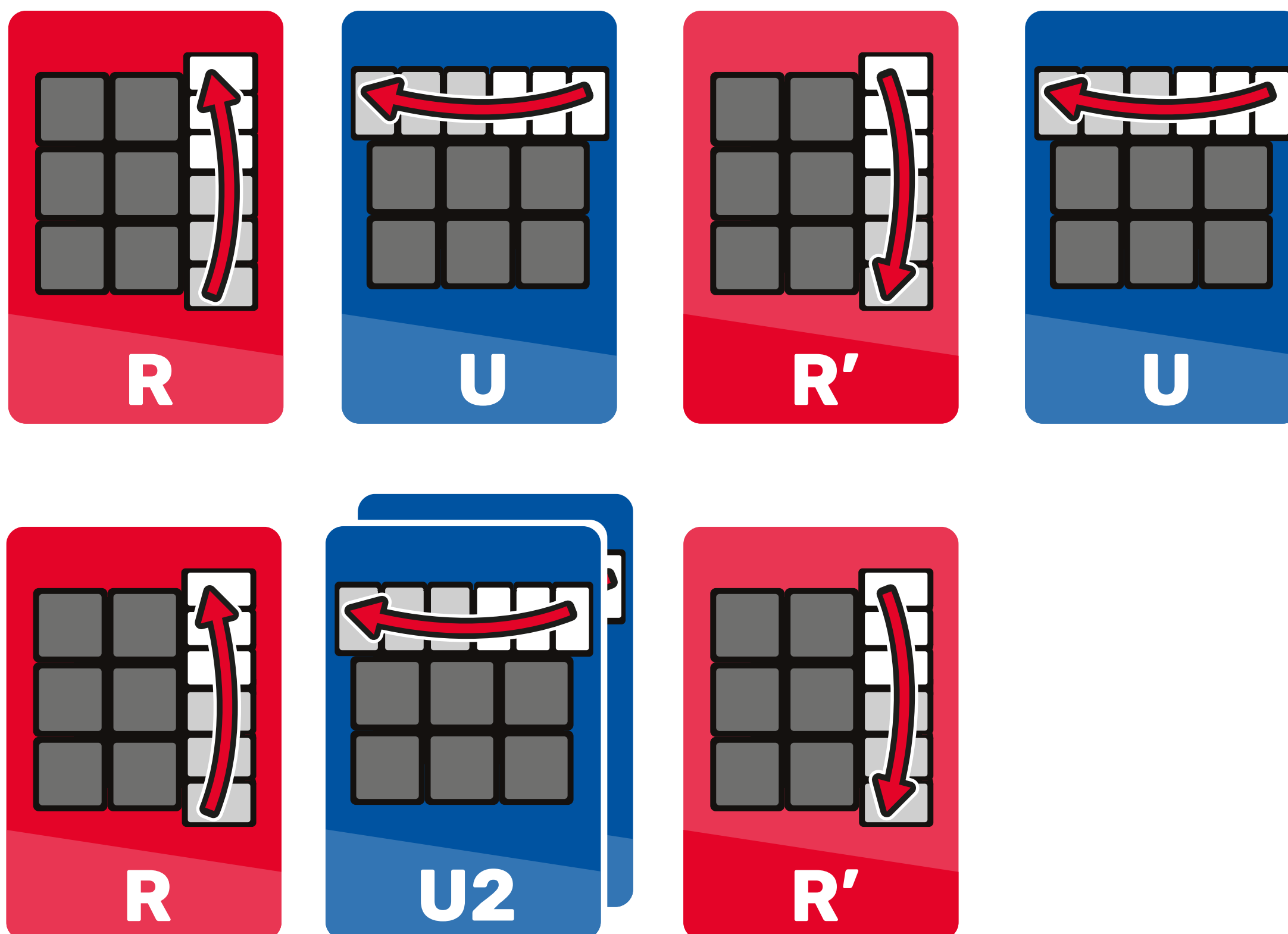
Hold your Rubik's cube so that you can put your left thumb on the tile on the **FRONT (F)** face.

**ALGORITHM ON NEXT PAGE**



## Action 1

Follow this algorithm.

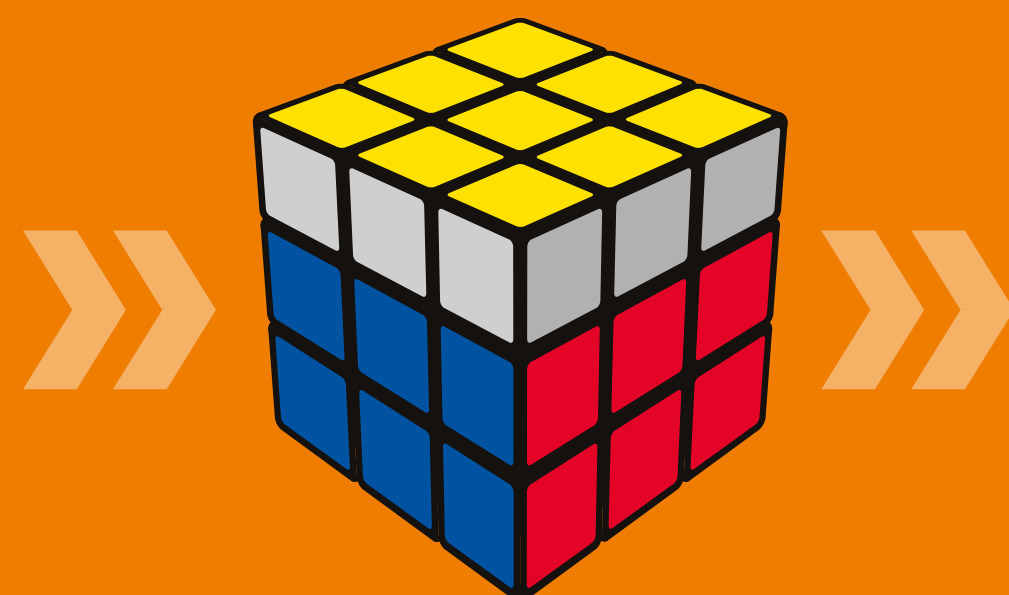


Notice the RIGHT (R) face turns in opposite directions every other time and the UP (U) face always turns clockwise.

## Action 2

If you do not have all yellow tiles on the **UP (U)** face you will need to **REMATCH** and follow the algorithm. (You may need to do this multiple times.)

When your Rubik's Cube has all the **YELLOW** on the **UP (U)** face, like this picture, move to Step 3!

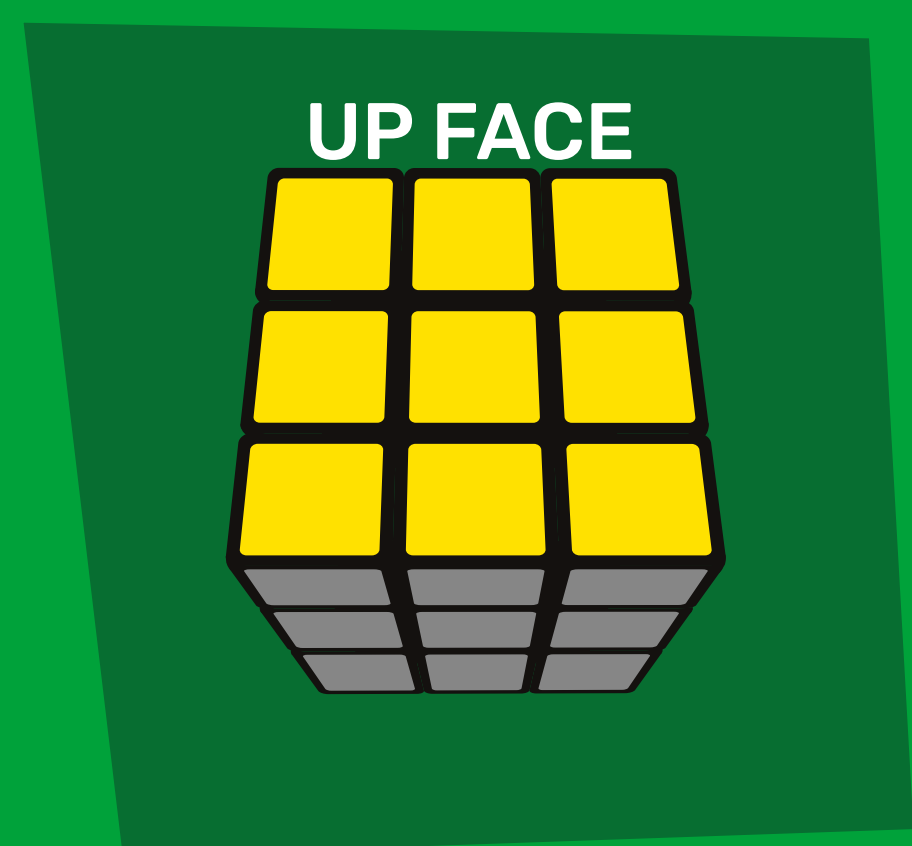


## SOLVE THE FINAL LAYER

# STEP 3: POSITION THE YELLOW CORNERS

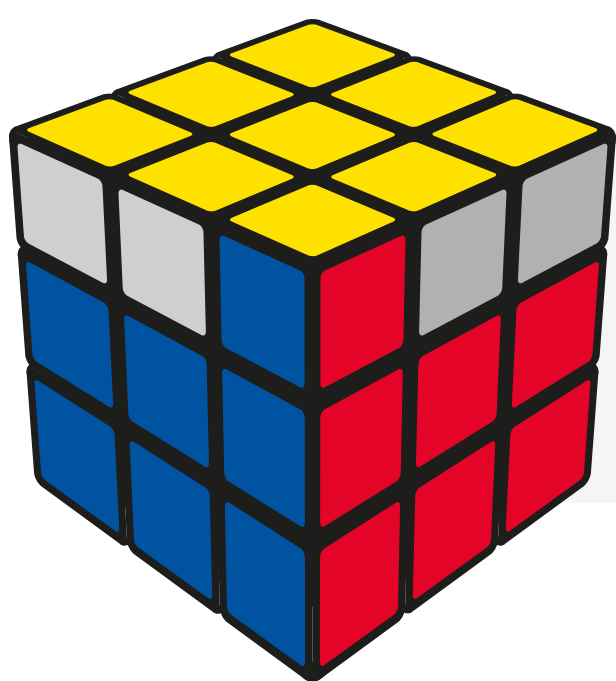
## HOLDING YOUR RUBIK'S CUBE

Hold your Rubik's Cube with the **YELLOW** on the **UP (U)** face.



## Action 1

Twist the **UP (U)** face until two corners are in the correct location. You will know they are in the correct location if the colored tiles match the center colors.



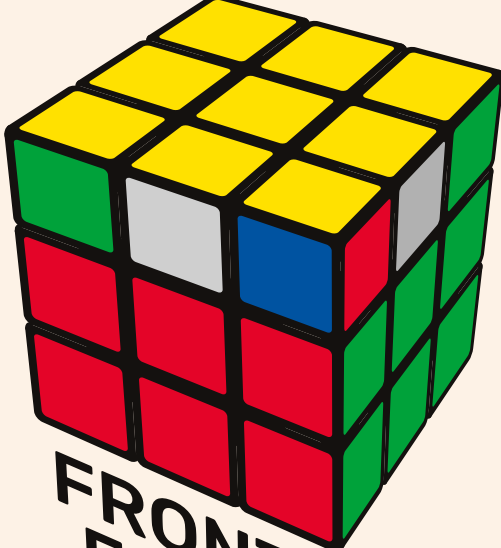
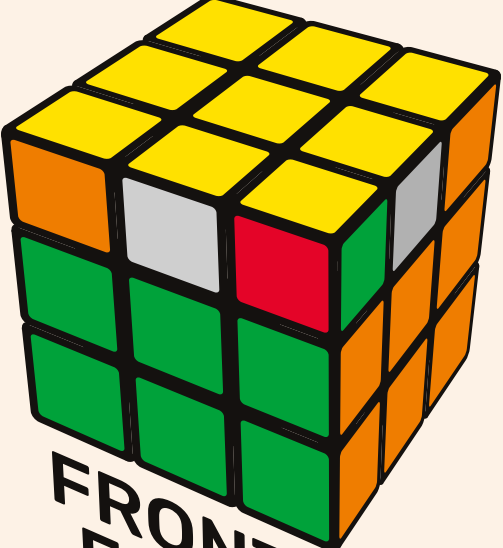
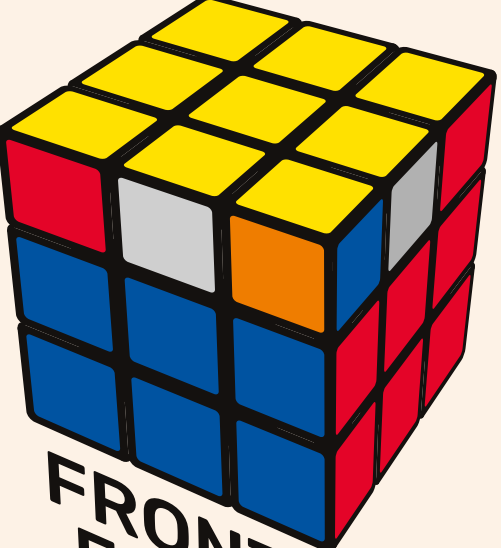
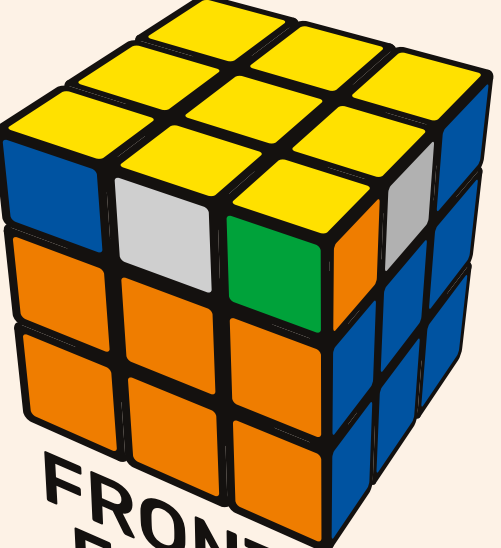
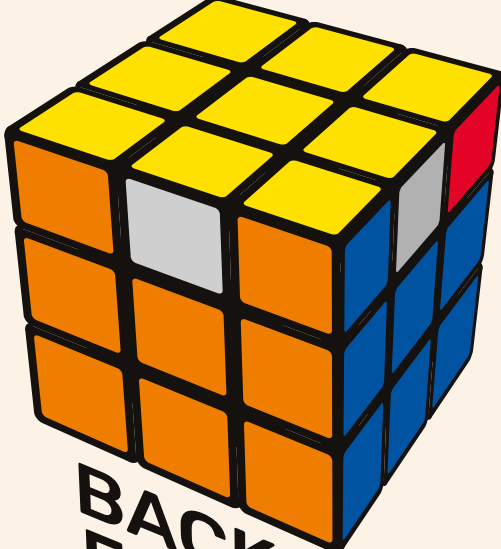
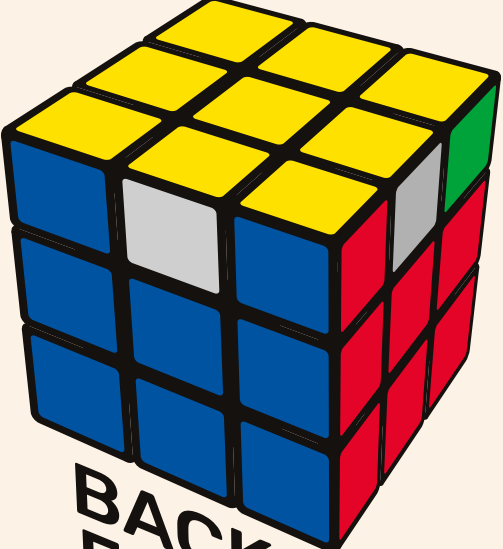


**CORRECT  
CORNER  
EXAMPLE**



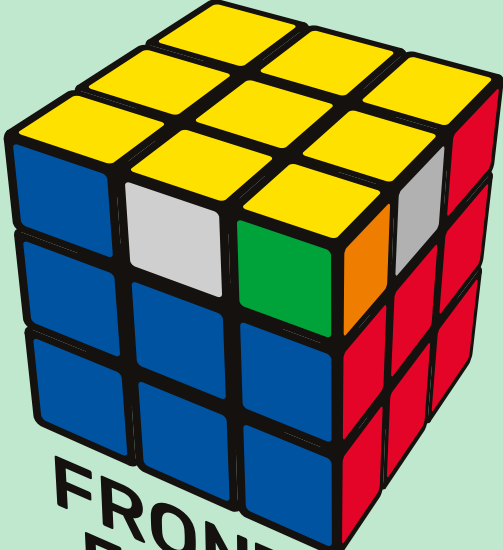

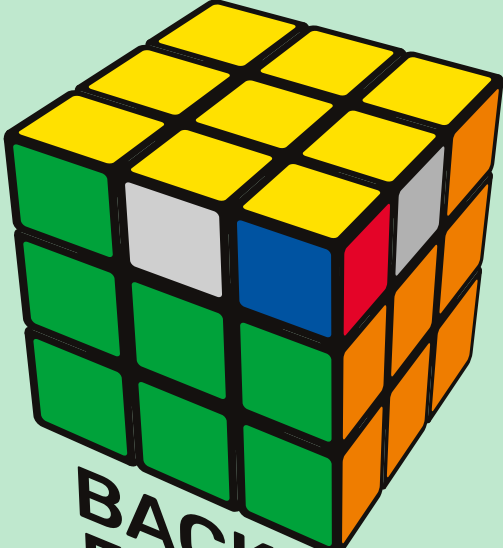
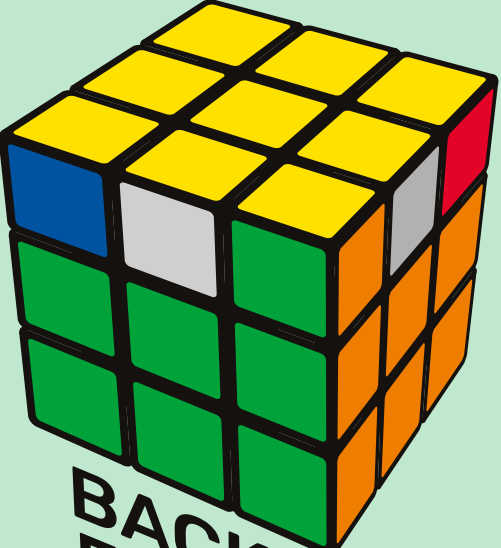
## Action 2

Hold your Rubik's Cube so it matches one of the images here.

### Adjacent Corners (on the same face)

CUBE ONE	CUBE TWO	CUBE THREE	CUBE FOUR
 FRONT FACE	 FRONT FACE	 FRONT FACE	 FRONT FACE
 BACK FACE	 BACK FACE	 BACK FACE	 BACK FACE

### Diagonal Corners

CUBE FIVE	CUBE SIX
 FRONT FACE	 FRONT FACE
 BACK FACE	 BACK FACE



**THINK OF CORRECTLY PLACED CORNERS AS TAIL LIGHTS.**

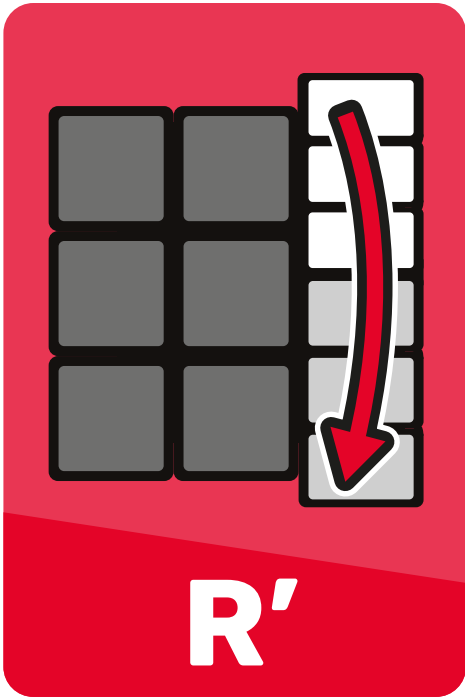
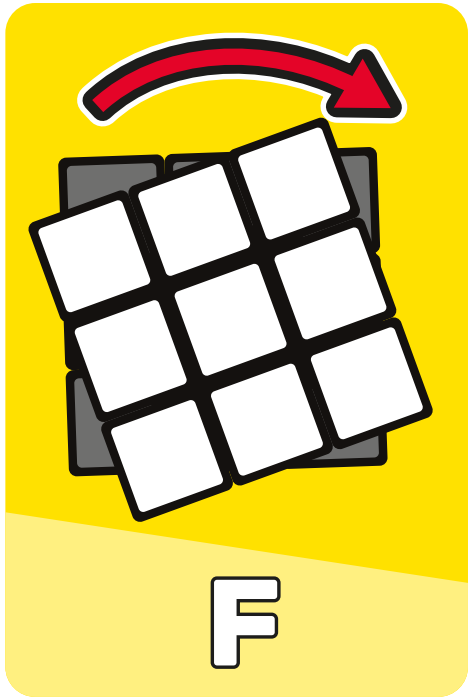
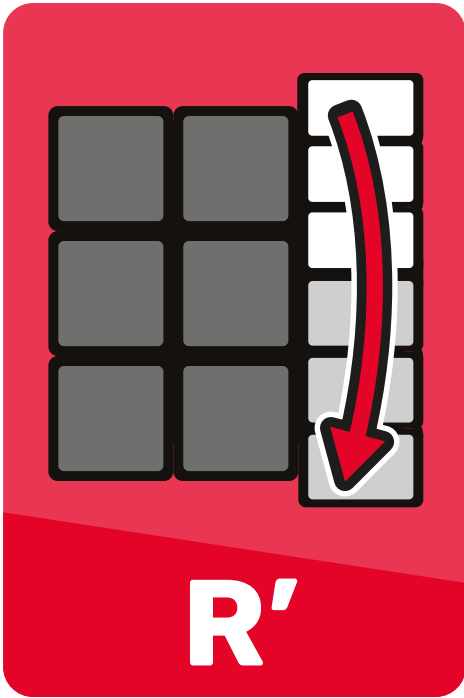
Tail lights are in the back of a car. Hold your Rubik's Cube so the tail lights are on the **BACK** face before you start the algorithm.

ALGORITHM ON NEXT PAGE





# Action 3 Follow the algorithm below.



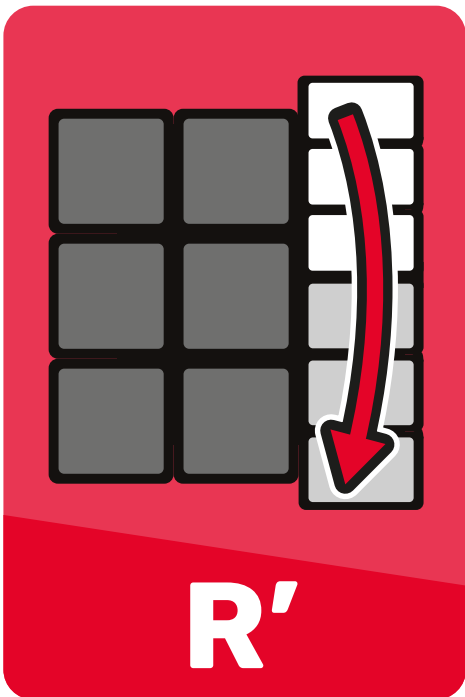
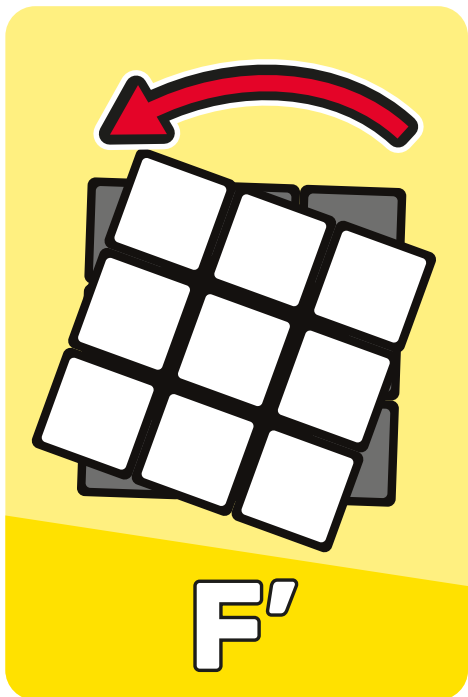
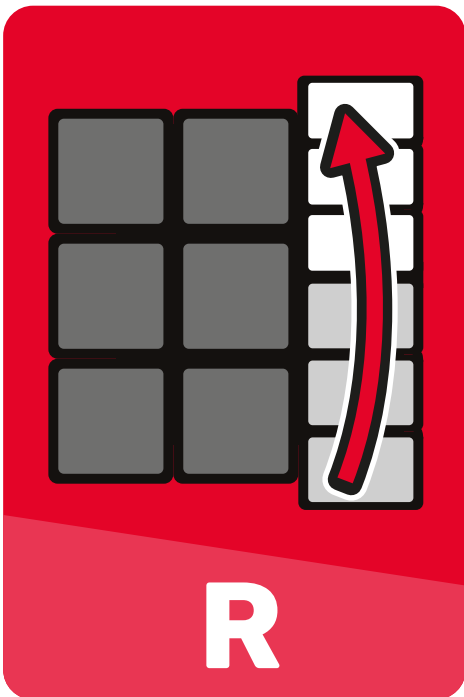
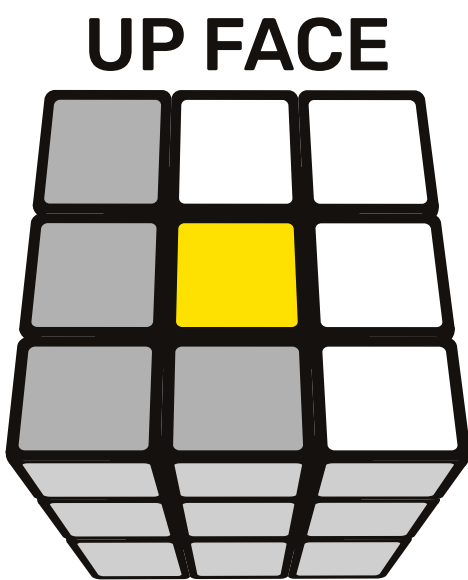
**R'**un to me

**F**ast

**R'**un to me

**Back Back**

After this part of the algorithm, the top of your Rubik's Cube will look like this:



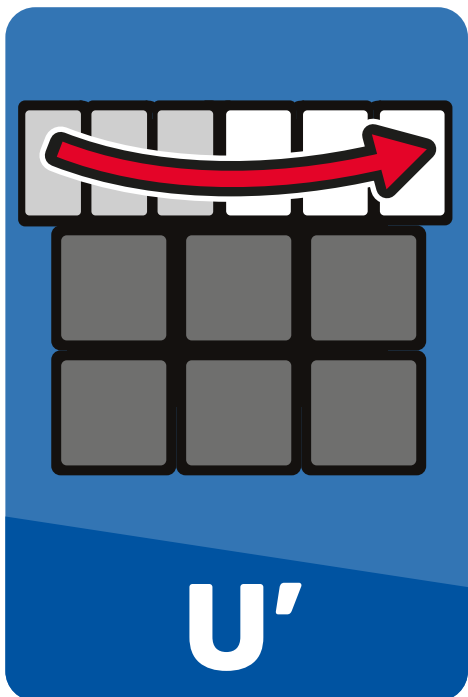
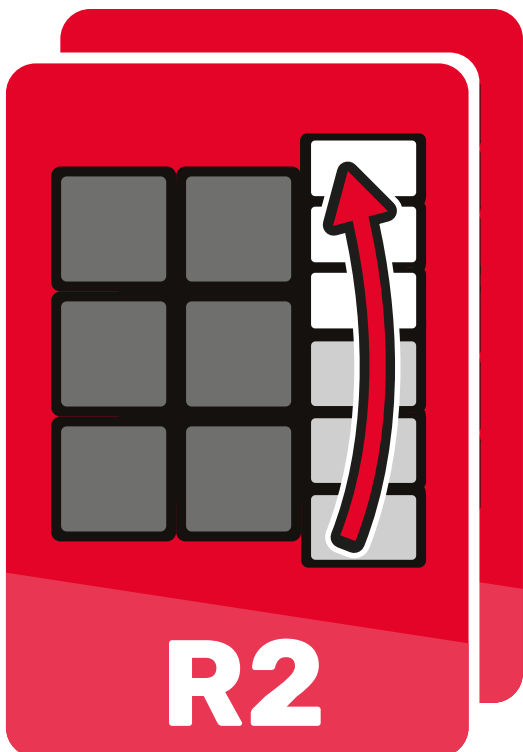
**R**un away

**F'**ast

**R'**un to me

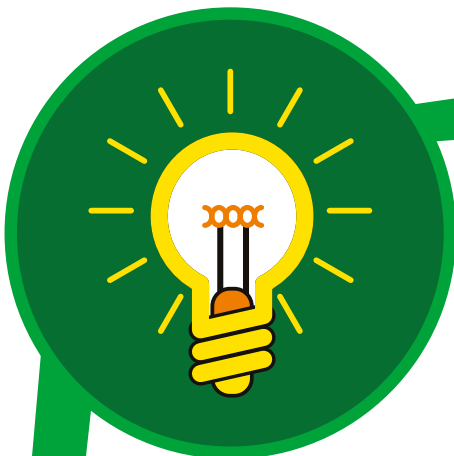
**Back Back**

After this part of the algorithm, the top of your Rubik's Cube will look like this:



**R**un **R**un  
away

**U'**p



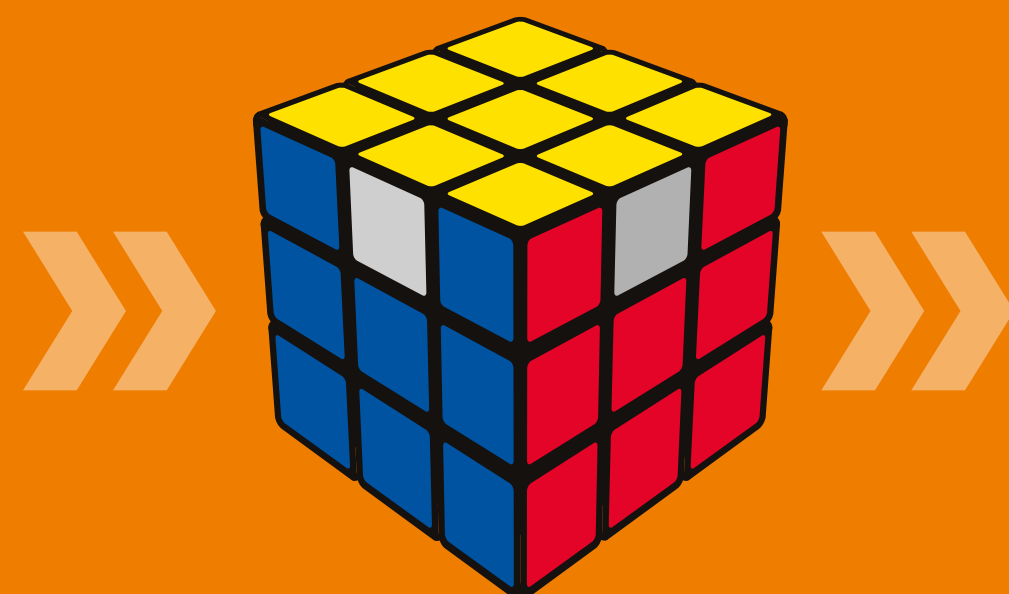
## CHANT

The words underneath the turns are a chant to help you remember the algorithm.

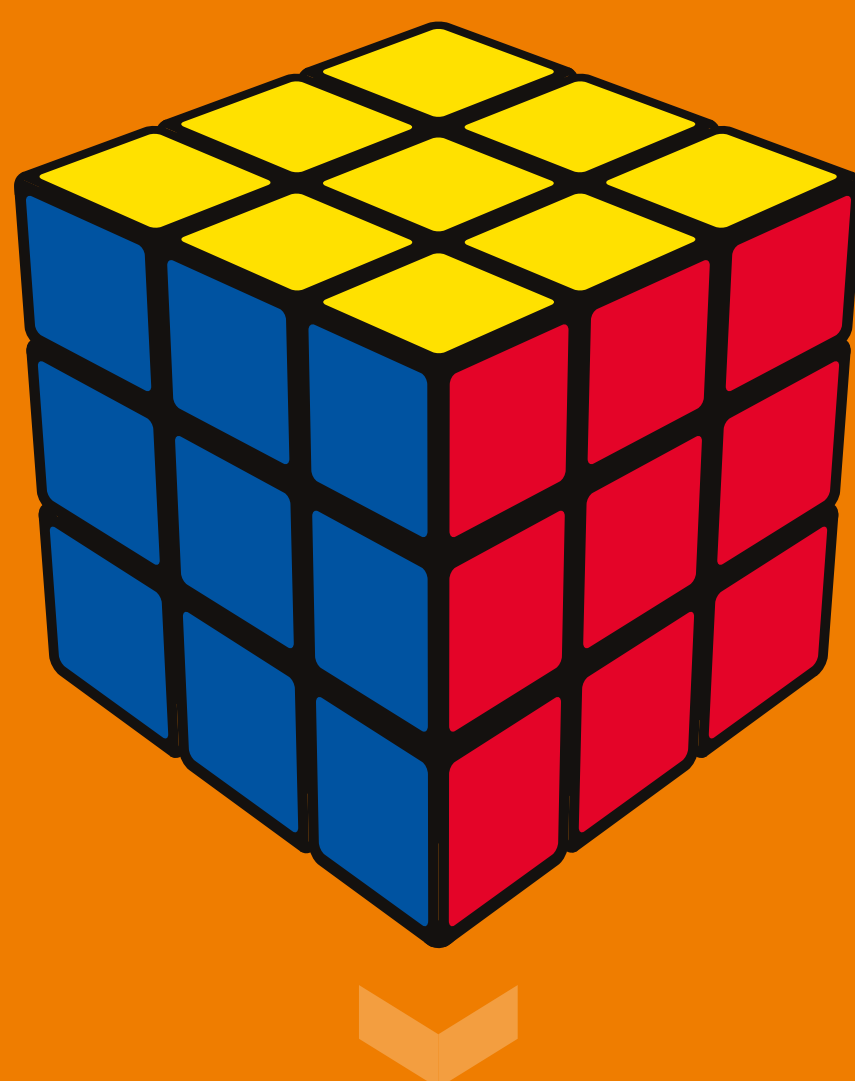
## Action 4

If your corners are not correct at this point, rematch your Rubik's Cube to one of the images in **Action 2** on **page 33** and repeat the algorithm.

When your Rubik's Cube looks like this picture, move on to the final step!



Continue to step 4: Position the Yellow Edges on the following page



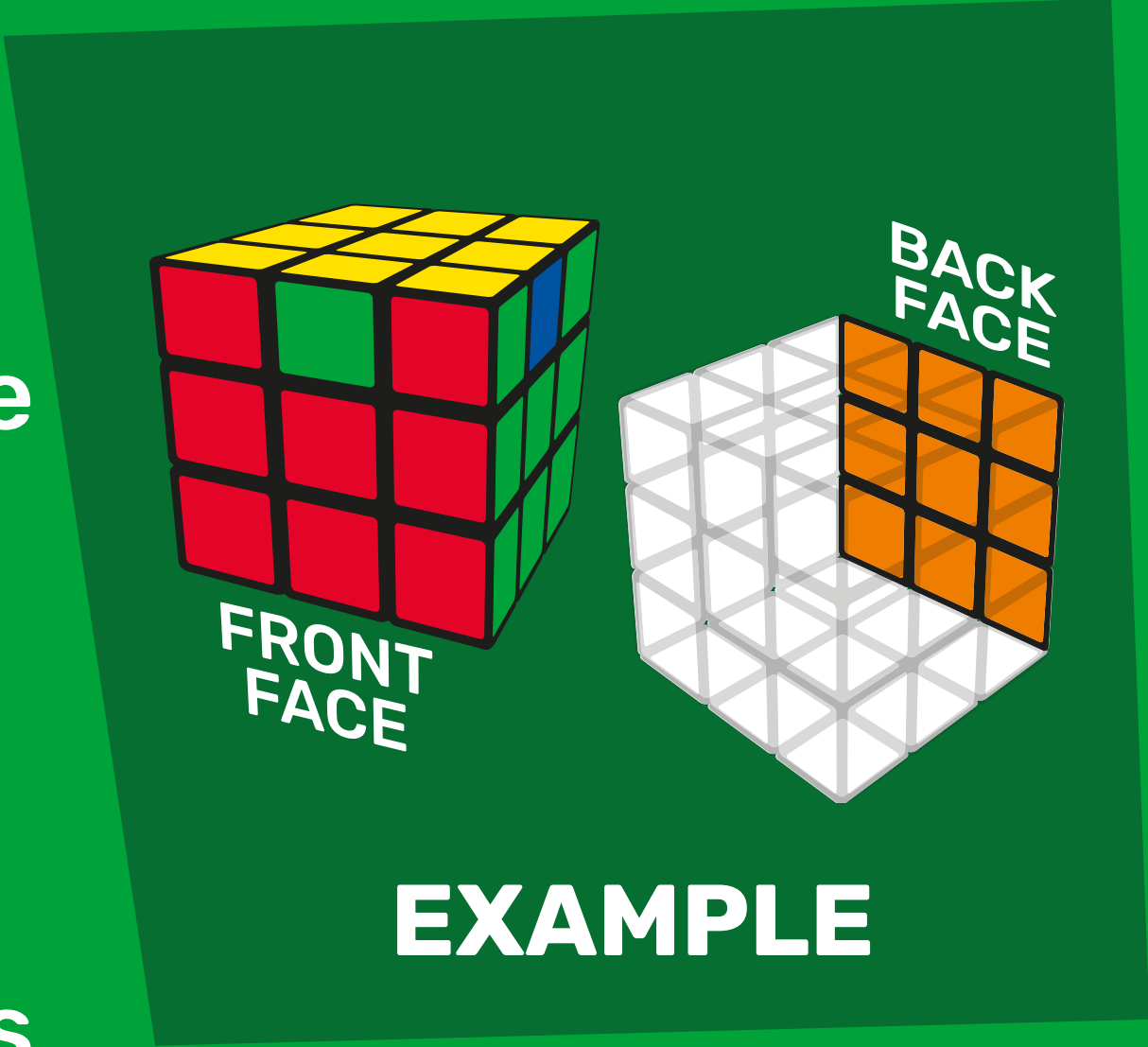
SOLVE THE FINAL LAYER

STEP 4: POSITION THE YELLOW EDGES

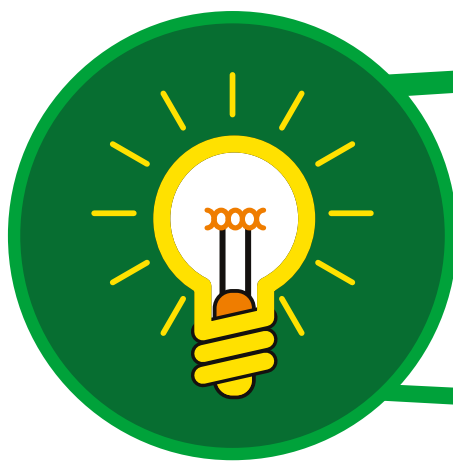
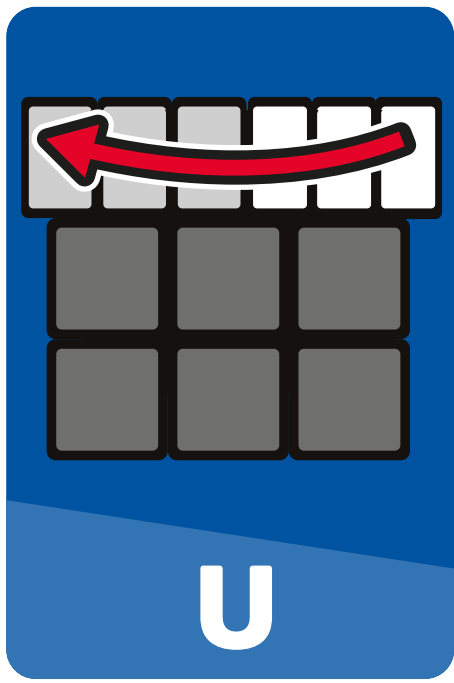
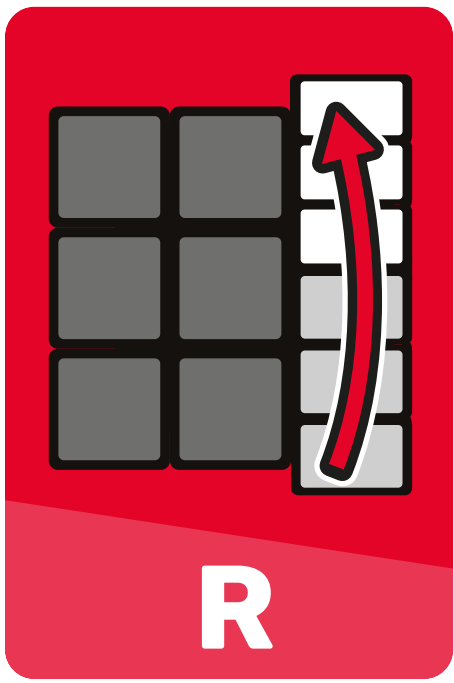
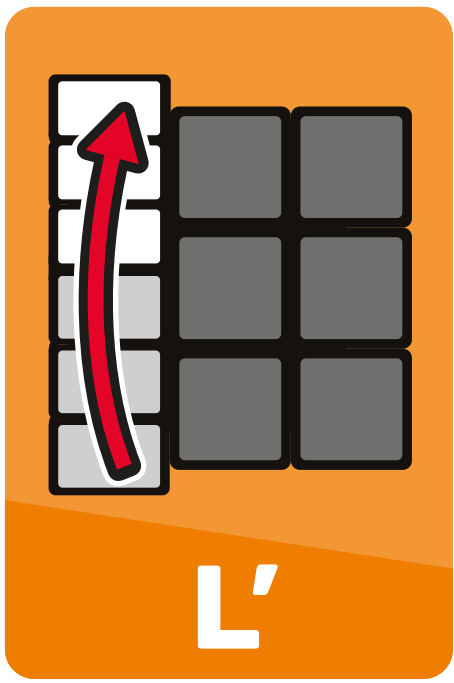
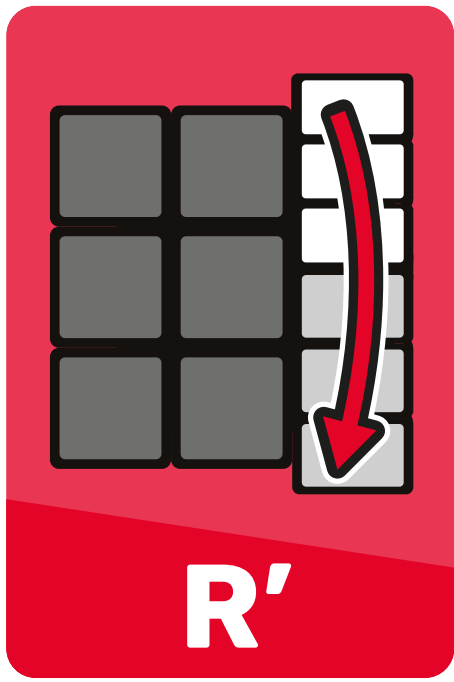
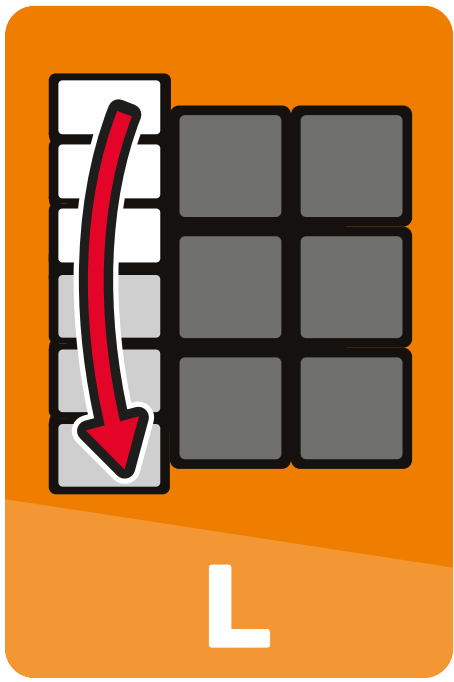
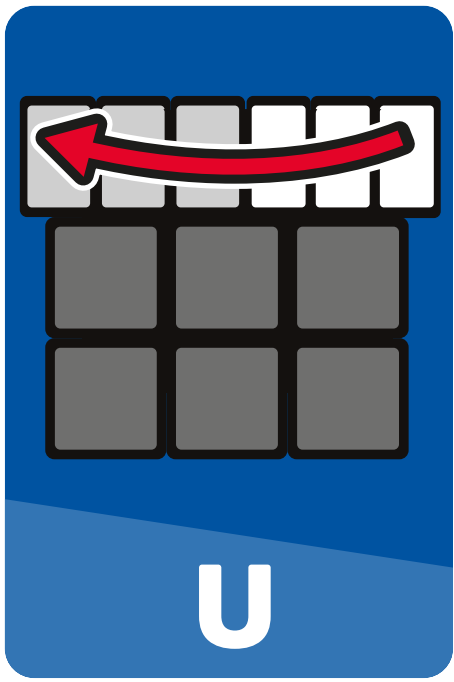
HOLDING YOUR RUBIK'S CUBE

Hold your Rubik's Cube so the one face that is a solid color is the **BACK**, and the Yellow face is the **UP (U)** face.

If no face is a solid color, it doesn't matter which face is in the back.



**Action 1** Follow this algorithm up to 3 times to move the unsolved edges **CLOCKWISE / TO THE LEFT**.

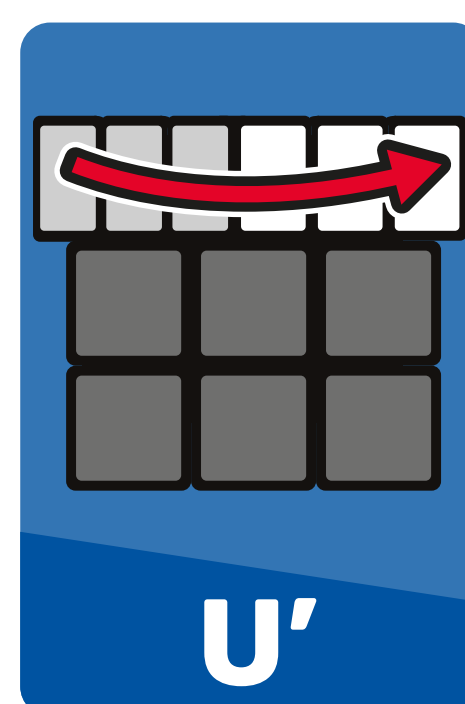


TIP ON  
NEXT PAGE



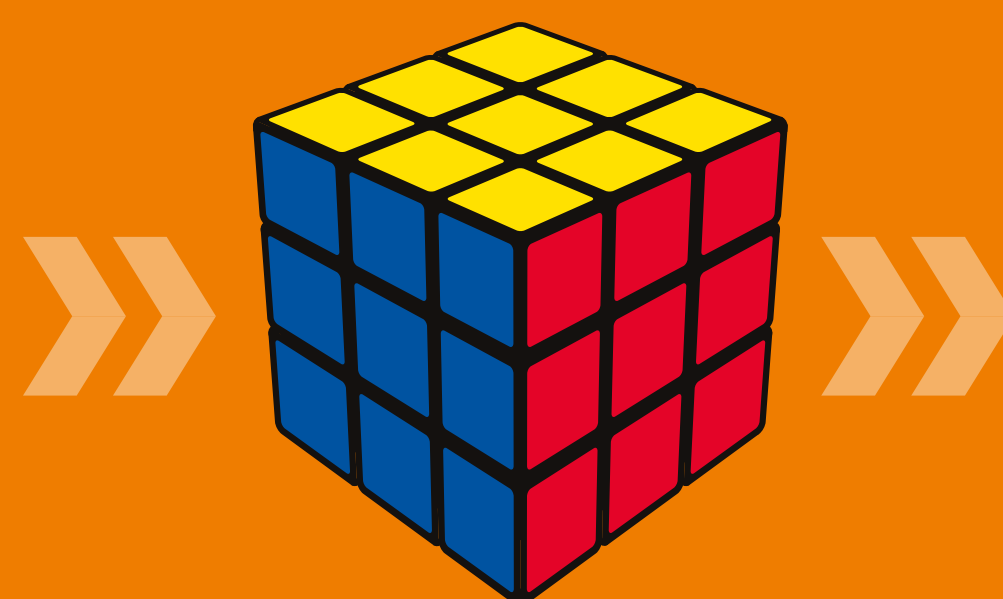
**BEFORE STARTING THE ALGORITHM,** look at the unsolved edge on the **FRONT** face. Is it the same color as the center tile of the:

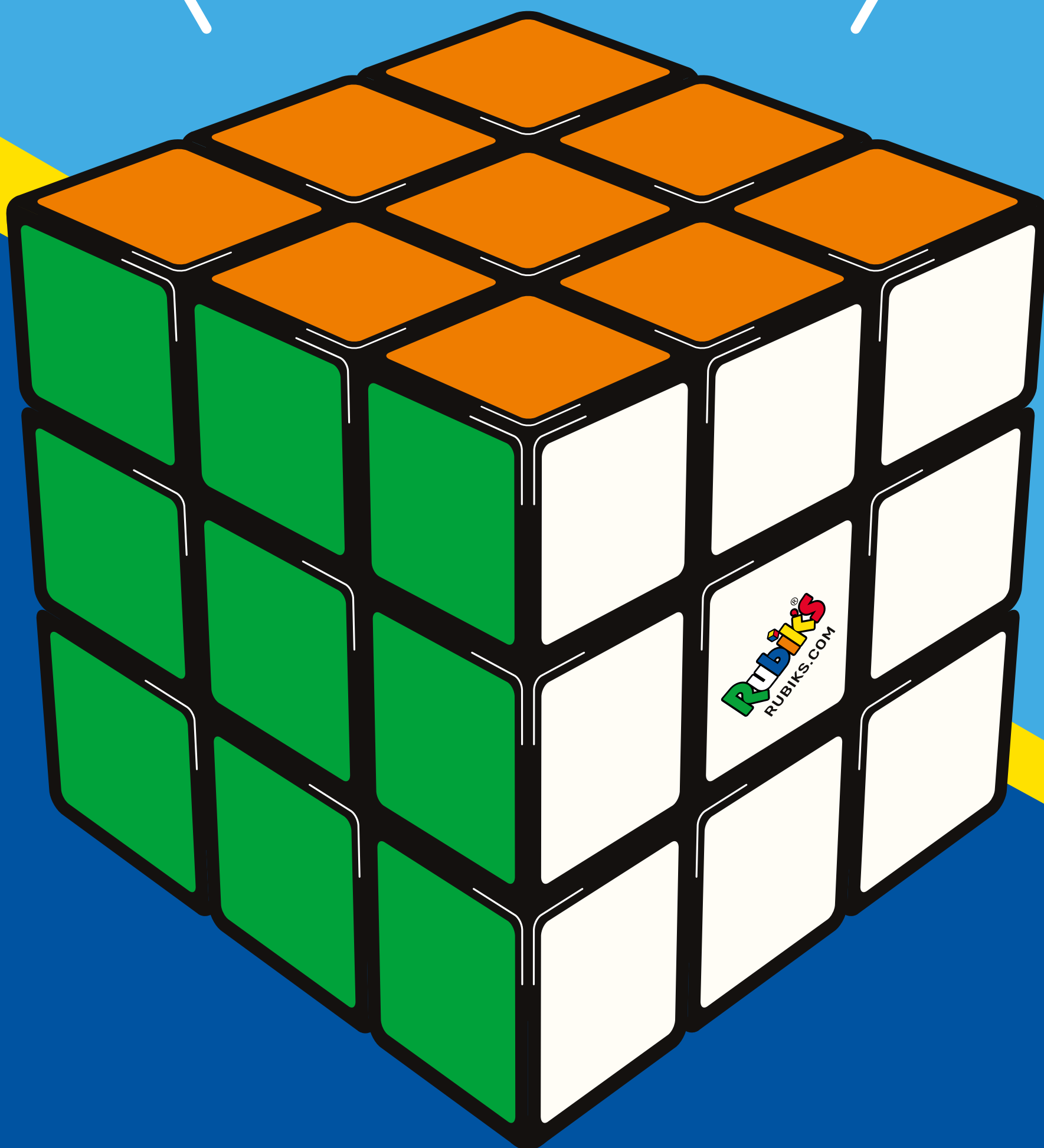
- **LEFT** face? Follow the algorithm above.
- **RIGHT** face? Change the two **U** turns to **U'**.



If you restart the algorithm, make sure a solved face starts as the **BACK** face of the Rubik's Cube.

When your Rubik's Cube looks like this picture, you have completed the final step!





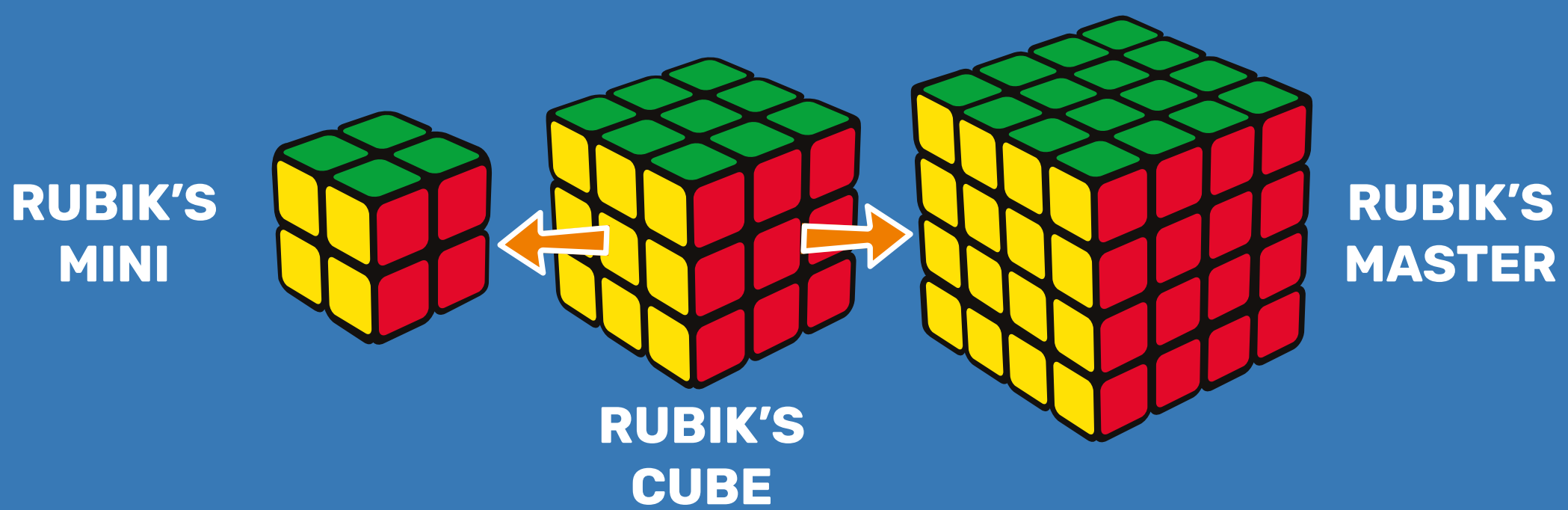
# CONGRATULATIONS!

You have solved the Rubik's Cube!





# TRY A DIFFERENT CHALLENGE



Available at: **RUBIKS.COM**



**More resources available on [YouCanDoTheCube.com](https://www.youcandothecube.com)**

Videos for each stage / solution checklist / songs and chants / teacher guides

[www.youcandothecube.com/educators/teach-to-solve/](https://www.youcandothecube.com/educators/teach-to-solve/)



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