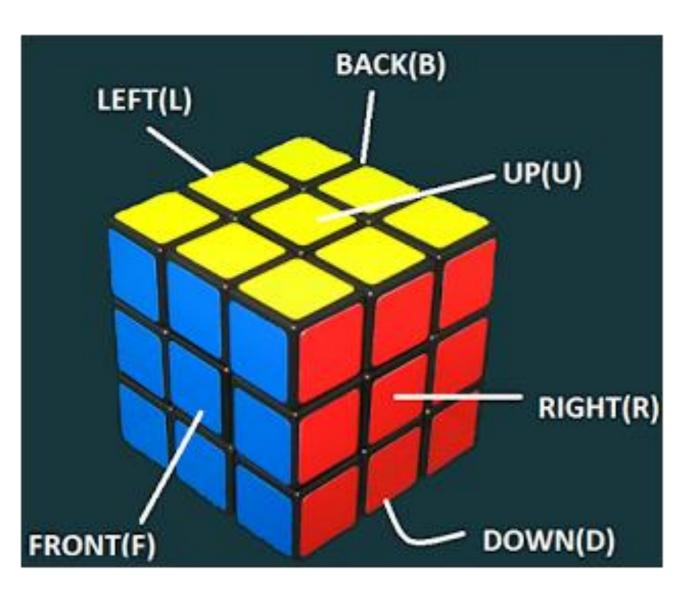
3*3 RUBIK's Cube Phases & Components



Edge Pieces (bicolored)
12 pieces

Center Pieces (monocolored) 6 pieces

Corner Pieces (tricolored)
8 pieces

Center Piece colors are always opposite to each other

- WHITE opposite YELLOW
- ORANGE opposite RED
- GREEN opposite BLUE

Founder: Erno Rubik



Cube Name: Magic Cube

Year:1974

Place: Hungary

Founder Profession:

Sculptor & professor of architecture.

Purpose: For teaching Architecture & design spatial relationships in 3D to his students

"Complex things, if you don't understand them, it seems complicated. If you understand them & we know how to handle it, it became simple".

-Erno Rubik

"Complex things, if you don't understand them, it seems complicated. If you understand them & we know how to handle it, it became simple".

-Erno Rubik

Notations to be known:

3/4th cube can be solved : CC90 degree rotationI - Inverted , prime , dash



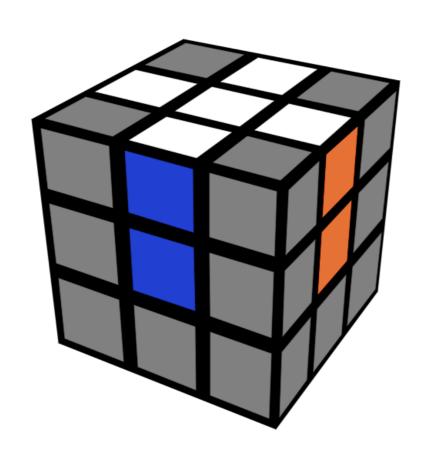


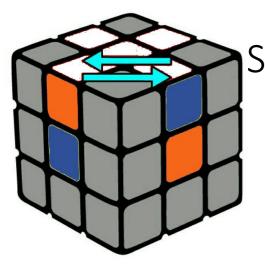






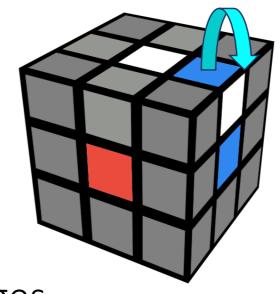
Step 1: Solving the white Cross





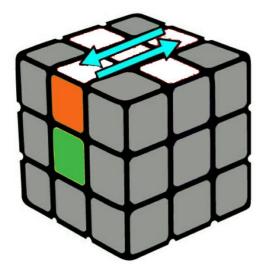
Switching 2 adjacent edges

Ri Ui R U Ri



Inverted edges

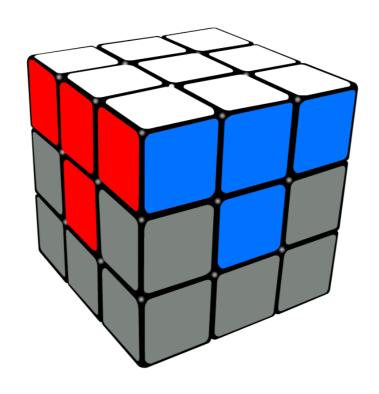
Ri U Fi Ui

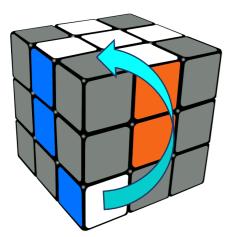


Switching 2 parallel edges

F Ui2 Fi Ui2 F

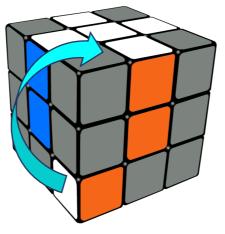
Step 2: Solving the white Corners





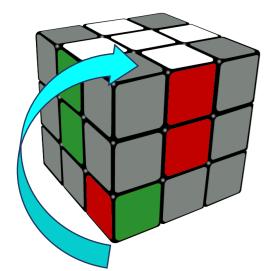
Corner part of the top layer is on the bottom right face

D F Di Fi



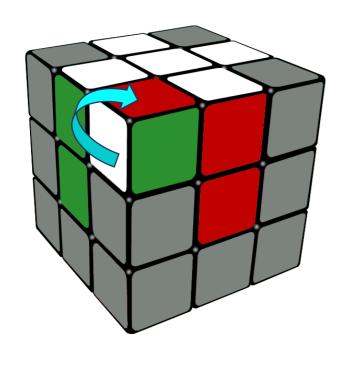
Corner part of the top layer is on the bottom left face

Di Ri D R



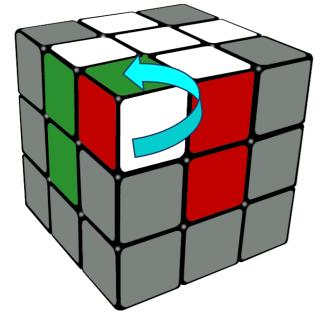
Corner part of the top Layer is on the bottom

Ri D R F D2 Fi



Corner part of the top layer Is on the top left face

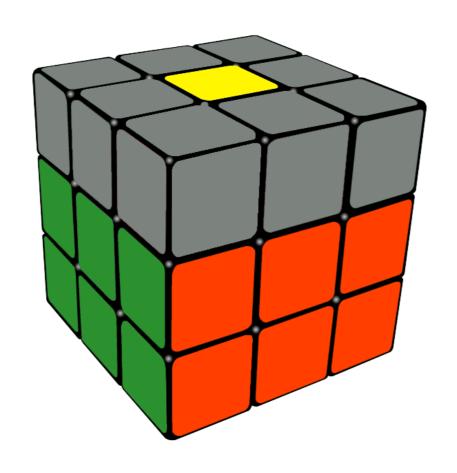
F D2 Fi Ri D2 R

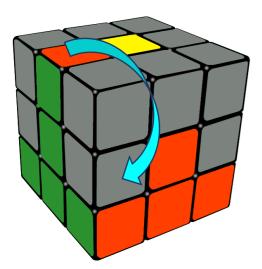


Corner part of the top layer Is on the top right face

Ri Di2 R F Di2 Fi

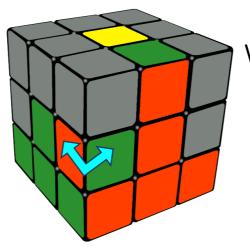
Step 3: Solving the Middle layer





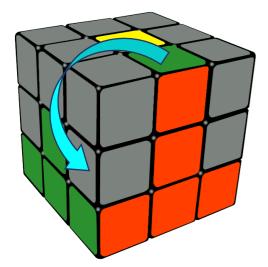
When the edge part is in the left face

UR UiRiUiFiUF



When the edge part color is inverted

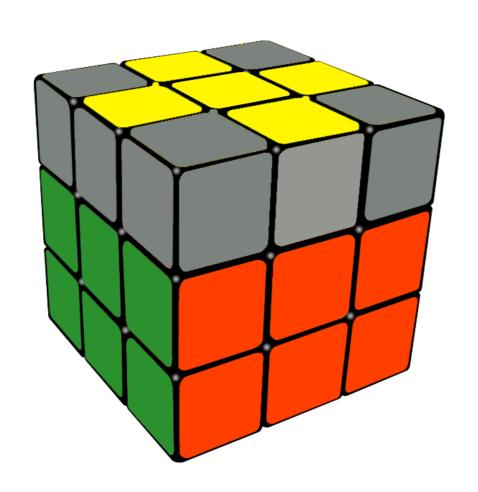
U R Ui Ri Ui Fi U F Ui R Ui Ri Ui Fi U F

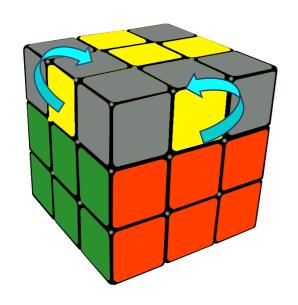


When the edge part is in the right face

Ui Fi U F U R Ui Ri

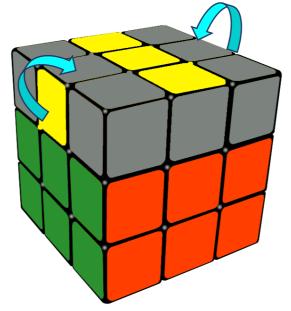
Step 4: Solving the Top layer with yellow cross





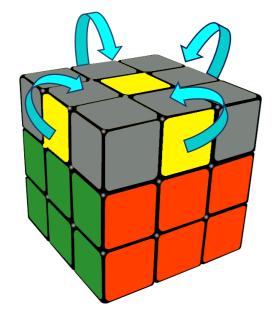
When 2 edges are only adjacent

F U R Ui Ri Fi



When 2 edges are only parallel

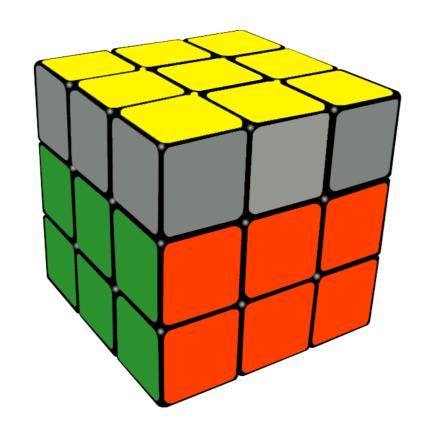
BLULiUiBi

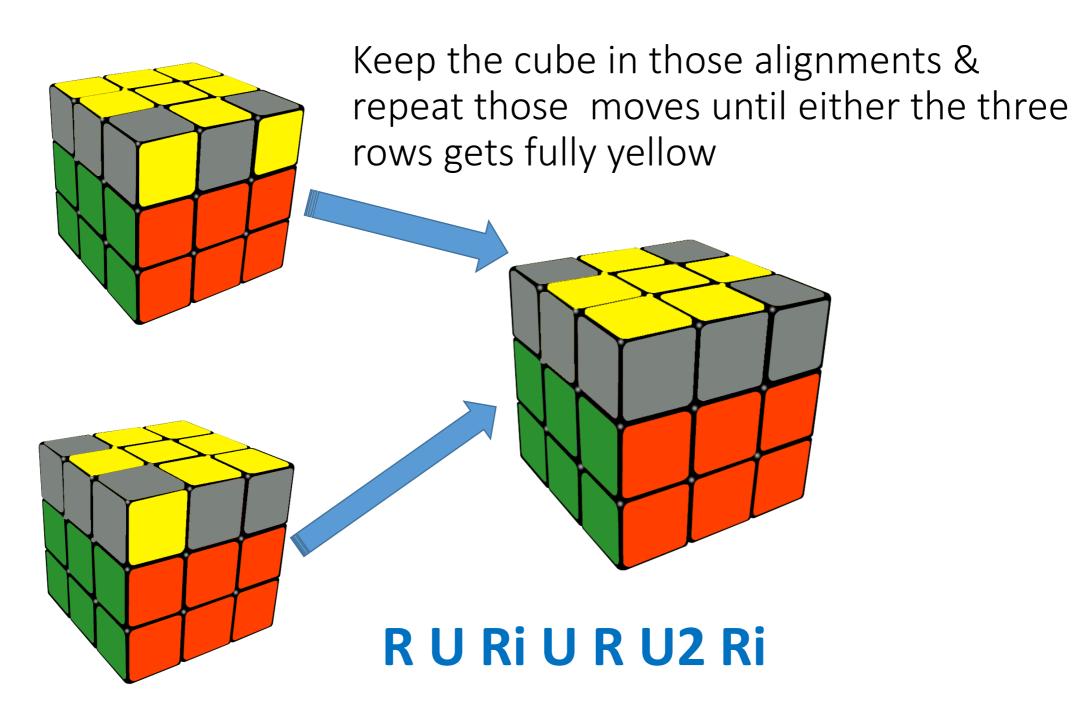


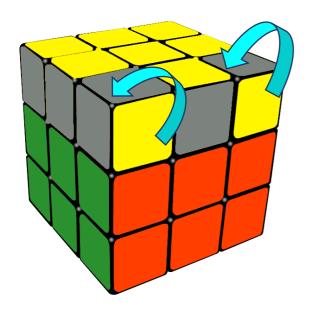
When 2 edges are both parallel & adjacent

B L U Li Ui Bi F U R Ui Ri Fi

Step 5: Solving the Top layer with yellow colored

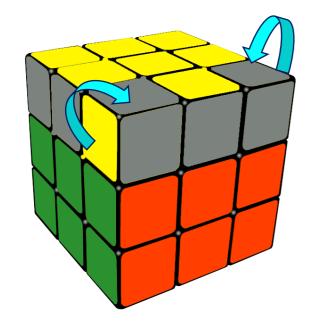






When 2 corners are in same face

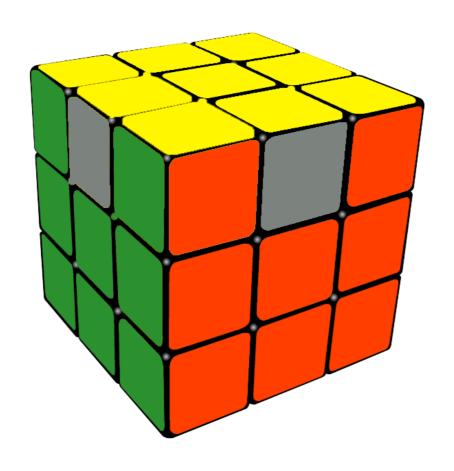
L Di Li Fi Di F U Fi D F L D Li Ui



When 2 corners are in parallel face

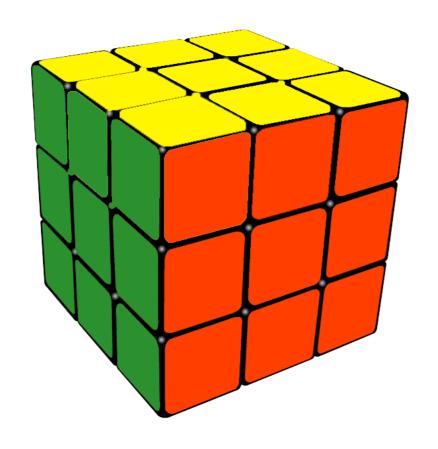
R Bi Ri Ui Bi U F Ui B U R B Ri Fi

Step 6: Solving the yellow corners



Ri F Ri B2 R Fi Ri B2 R2 Ui

Step 7: Finishing up the cube



F2 U L Ri F2 Li R U F2

Amazing Fact:

There are 43×10^{17} possible moves ie...43 Quintillion combinations

Additional information:

❖2*2 Cube can be solved easily using some of the same moves as done in 3*3 Cube

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CubeX - Rubik's Cube Solver

Divins Mathew Puzzle Creativity

★★★★ 13,644 **.**

3+

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• This app is compatible with some of your devices.

Installed

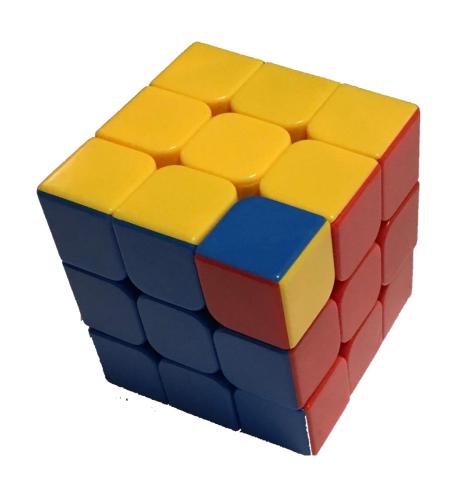








Additional Tip:



Rotating only 1 corner of the cube in the last layer is IMPOSSIBLE.

ie...Cube is in an unsolvable state.

While speedy cubing there are some chances of improper displacement of pieces. You must take apart the cube and fix the corner which is the disoriented piece.

Approximate Time Taken for each steps:

Step 1 & 2:47 - 60 seconds

Step 3 & 4:47 - 60 seconds

Step 5, 6 & 7:49 - 60 seconds

Min - Max avg : 143 - 180 seconds

Now you can solve 3*3

Rubik's Cube within

180 seconds ©