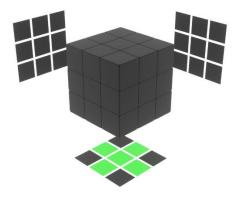
## **Rubic's Cube Instruction**

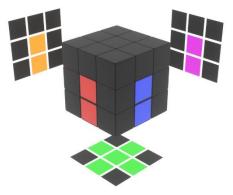
We use a simple method to solve the Rubic's Cube in 8 steps:



Step 1: Form a cross on the bottom of your Cube

How to: You don't need any algorithms, just a little bit of practice to get familiar with the cube

Step 2: Align the mids of your Cube's sides with the edges on your lower layer

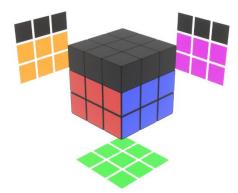


How to: Switch the non aligned parts upside down to the upper layer. Align them with the mids of your sides without changing your bottom layer. Turn them back iteratively to the bottom layer.

Step 3: Fill up the lower first layer with the right corners



How to: Position the right corners right above the end positions in the lower layer. Look at the cube where your corner to be placed is front / right / up directed to you. Execute the algorithm R U R' U' until it is positioned right



How to: 3 different algorithms to deal with different edge positions:

a) If you want to replace an edge by another edge located left upwards, execute U R U R´ U´ L´ U´ L U
b) If you want to replace an edge by another edge located right upwards, execute U' L' U' L U R U R' U'
c) If you want to re-position an edge which is positioned right, but not aligned with the colors, then execute a) or b) to switch a "wrong" edge into ist position and go on with a) or b) [this is now possible]

Step 5: Form a cross on the upper side of your cube



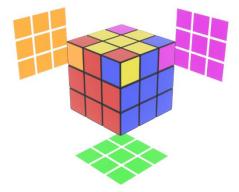
How to: Use the algorithm F R U R' U' F'



How to: Align exactly one of the edges right with a side. Put this side to front view. Execute algorithm R U R' U R U' U' R'

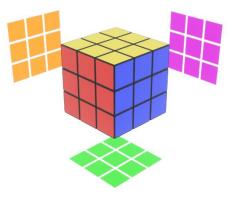
[when two opposite sides align, you have to execute the algorithm ones, then turn the upper side until only one color is aligned and repeat the algorithm]

## Step 7: Put the corners of your upper layer to the right place



How to: Execute U R U' L' U R' U' L until all corners are at the right place

Step 8: Give each corner of the upper layer the right orientation



How to: Look at the upper layer in front view. Put a wrong oriented paper in the right upper corner. Execute U R´ U´ R until the right upper corner has the right orientation in the front layer. In case there are more wrong oriented edges, do F and repeat the step. When your are finished you only have to turn your front until the cube is finished!