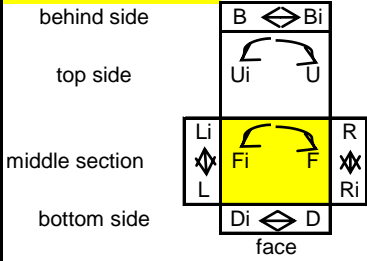


Description: Rubik Cube is a 3D 3x3 dimensions cube with different colours at each side.

Objective: to assemble back all same colours after random dis-pattern.

Source: Toy 'R' Us Rubik solutions + chinese Rubik solutions.

**\*Definition of moves:**



**\*NOTE:** the face SIDE must remain CONSTANT when turning.

**\*NOTE:** if 2 SQUARES are RIGHT for step4-6, either

(1) do U until only 1 SQUARE RIGHT.

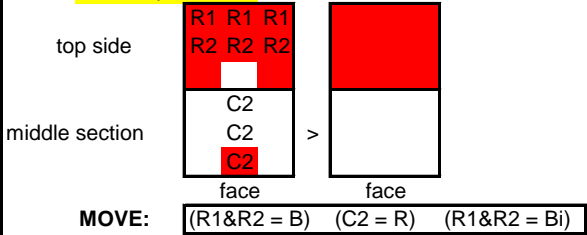
(2) just do 2 times = 1 time (RANDOMLY, cannot choose) to get start position.

**\*NOTE:** memorize the moves in parts, e.g. FRU then (RU part follow by F) = same as first part FRU.

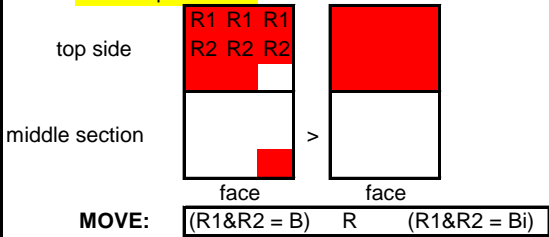
**Step1: get 1 side same colour with the edge same colour also.**

**\*move target squares to below start.**

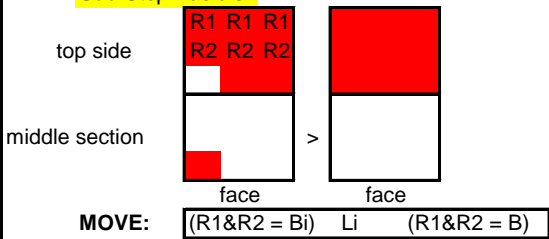
**Sub-Step Basic 1.**



**Sub-Step Basic 2.**



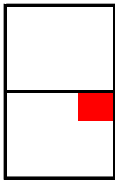
**Sub-Step Basic 3.**



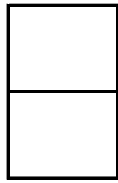
**Sub-Step Below 1.**



middle section



>



bottom side

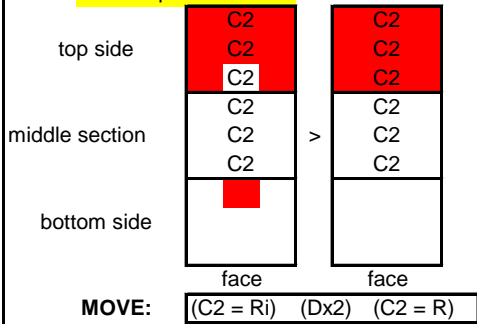
face

face

**MOVE:**

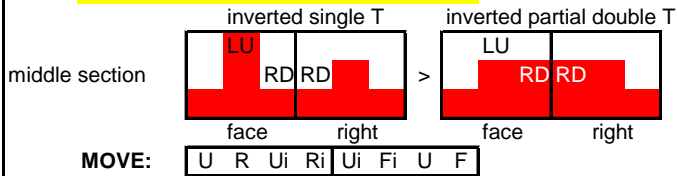
Ri (Dx2) R (move square to start for Basic 1, 2 & 3)

**Sub-Step Below 2.**

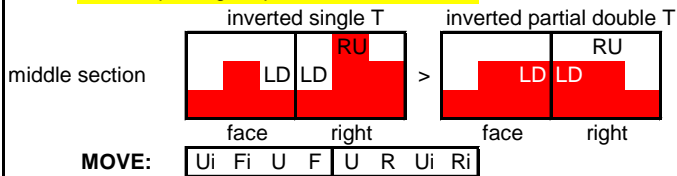


**Step2: bottom T becomes bottom 2T for all centre sides.**

**Sub-Step A: left-up move right-down .**

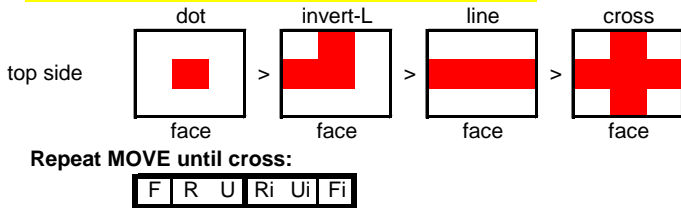


**Sub-Step B: right-up move left-down.**



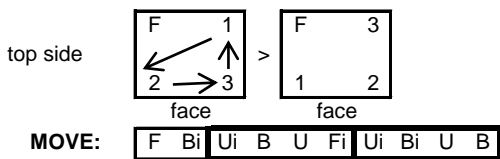
**Step3: top need get cross.**

**Dot become invert-L, become line, become cross.**

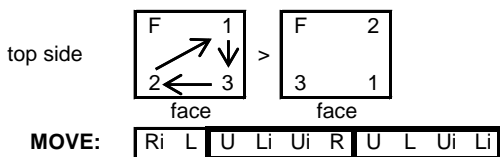


**Step4: 3 colour corners move correct type positions.**

**Sub-Step Anti-Clockwise: F is fixed, 1 move 2, 2 move 3, 3 move 1.**

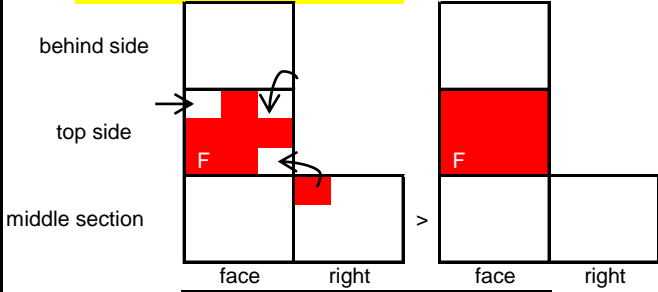


**Sub-Step Clockwise: F is fixed, 1 move 3, 3 move 2, 2 move 1.**



**Step5: 3 colour corners rotate to same top colour position.**

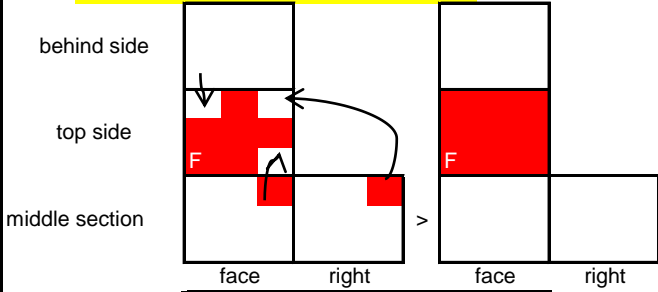
**Sub-Step A: one-right move up.**



**MOVE:**

Bi	Ui	B	Ui	Bi (Ux2)	B (Ux2)
----	----	---	----	----------	---------

**Sub-Step B: one-left-one-right move up.**

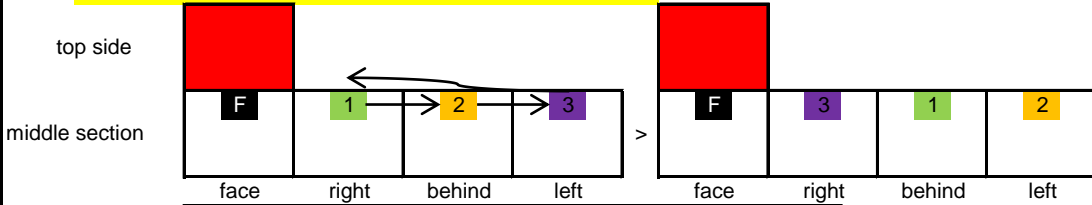


**MOVE:**

R	U	Ri	U	R (Ux2)	Ri (Ux2)
---	---	----	---	---------	----------

**Step6 Anti-clockwise: move 3 up-middle squares exchange.**

**Anti Clockwise: F is fixed, 1 move 2, 2 move 3, 3 move 1.**



**MOVE:**

Ri	Ui	R	Ui	Ri (Ux2)	R	U	R	U	Ri	U	R (Ux2)	Ri	Ui
----	----	---	----	----------	---	---	---	---	----	---	---------	----	----