

Andy Klise's Beginner's Solution

Adapted from Jasmine Lee's Beginner's Solution

1. Solve the white edges
2. Solve the white corners
3. Use the moves below to solve the cube

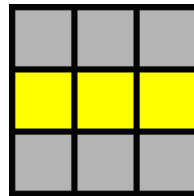
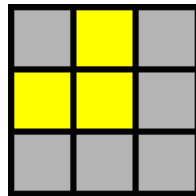


U R U' R' U' F' U F

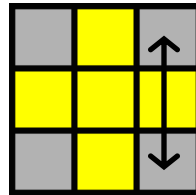


U' F' U F U R U' R'

F U R U' R' F'



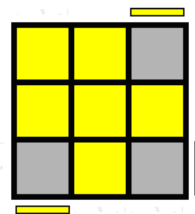
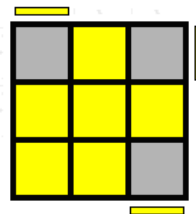
F R U R' U' F'



L U' R' U L' U' R U²

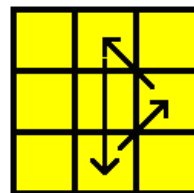
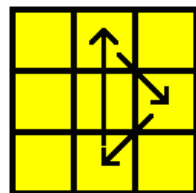
or $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$

R U R' U R U² R' U²

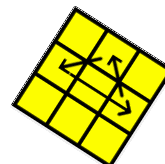
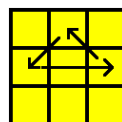
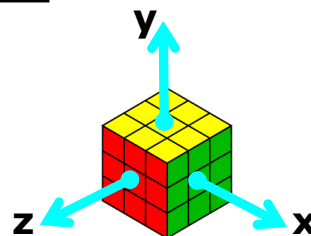
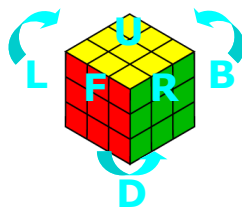


R' U' R U' R' U² R U²

R² U F B' R² F' B U R²



R² U' F B' R² F' B U' R²



Andy Klise's Beginner's Solution

Adapted from Jasmine Lee's Beginner's Solution

1. Solve the white edges
2. Solve the white corners
3. Use the moves below to solve the cube

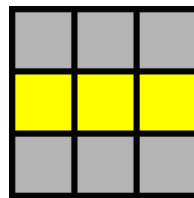
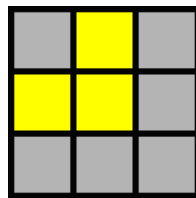


U R U' R' U' F' U F

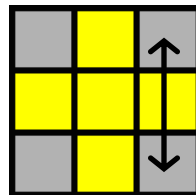


U' F' U F U R U' R'

F U R U' R' F'



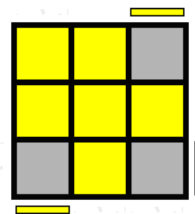
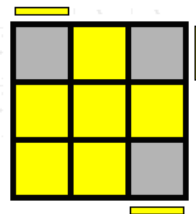
F R U R' U' F'



L U' R' U L' U' R U²

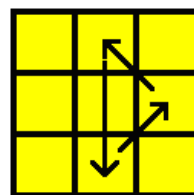
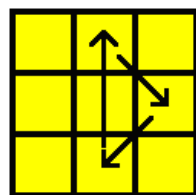
or $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$

R U R' U R U² R' U²

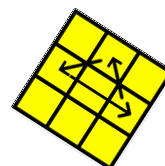
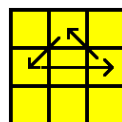
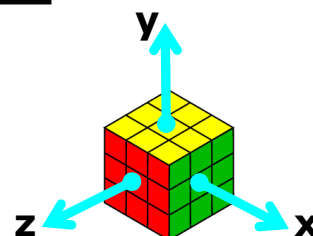
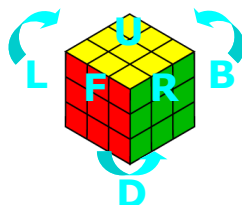


R' U' R U' R' U² R U²

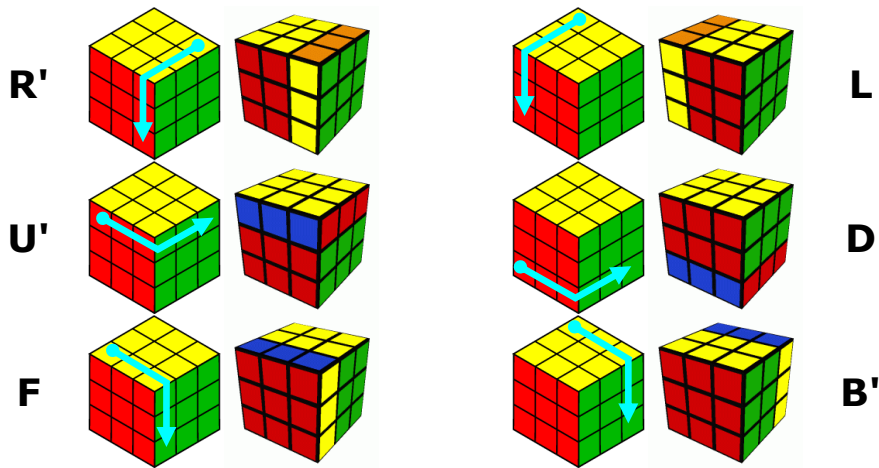
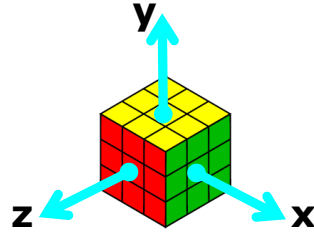
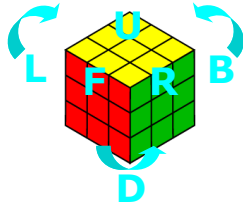
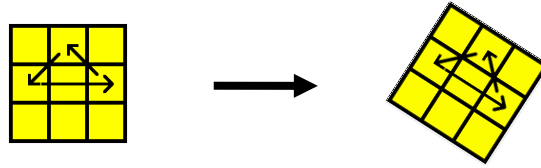
R² U F B' R² F' B U R²



R² U' F B' R² F' B U' R²



Notation



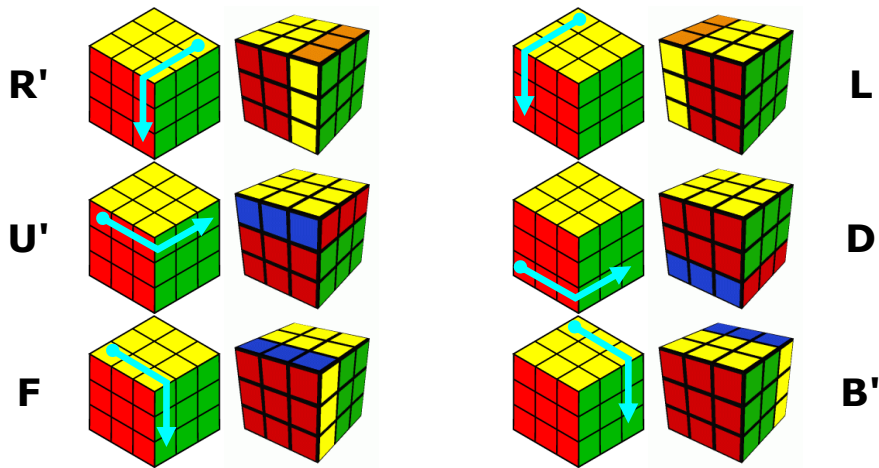
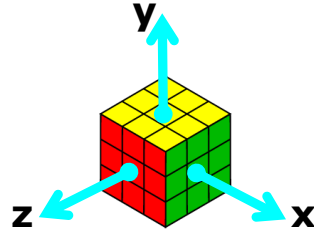
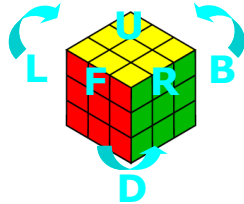
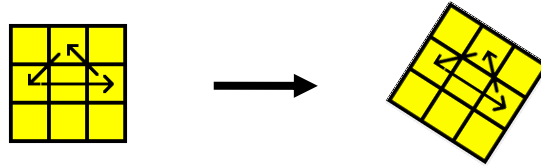
Credits

Jasmine Lee - <http://peter.stillhq.com/jasmine/rubikscubesolution.html>

Josef Jelinek - <http://software.rubikscube.info/icube/>
And everyone else

For more guides just like this, visit my website -
<http://kungfoomanchu.110mb.com/main.htm>

Notation



Normal

x

y

z

Credits

Jasmine Lee - <http://peter.stillhq.com/jasmine/rubikscubesolution.html>

Josef Jelinek - <http://software.rubikscube.info/icube/>
And everyone else

For more guides just like this, visit my website -
<http://kungfoomanchu.110mb.com/main.htm>