

# 7 EASY STEPS TO SOLVE RUBIKS' CUBE

STEP BY STEP EASY GUIDELINES  
WITH GRAPHIC EXPLANATION



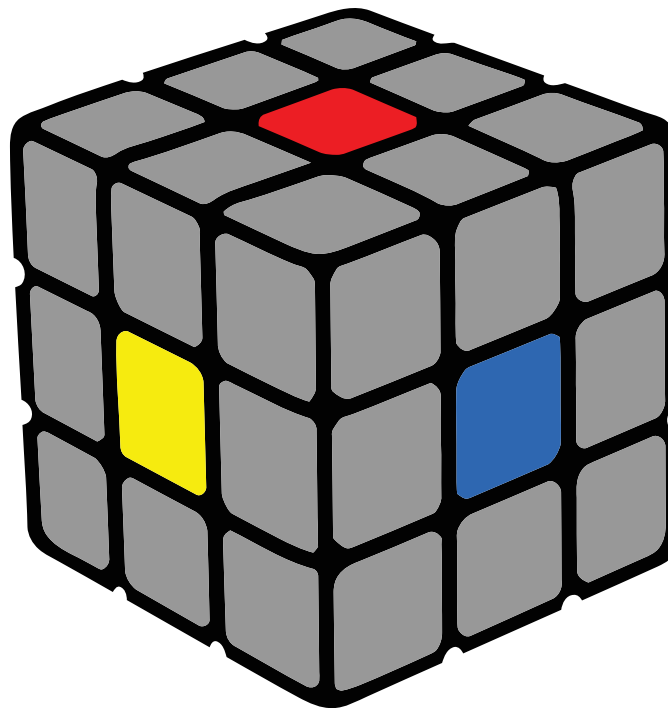
\*FREE VERSION  
INTRODUCTION,  
STEP 1 & 2

## Welcome to Rubik's Cube Solver

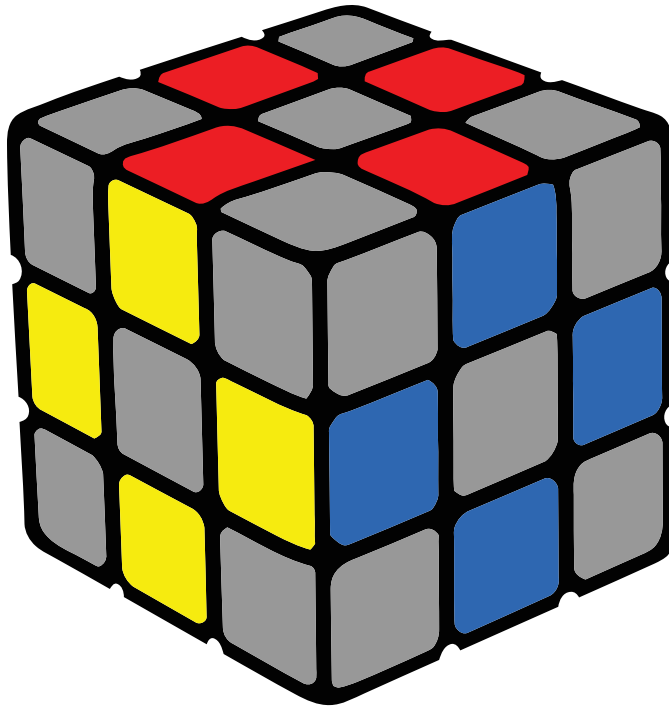
Before we begin please go through the introduction part below to understand the basic term and explanations about the method how to solve Rubik's Cube. We know you will be able to master it quickly. Good Luck..!

### The parts

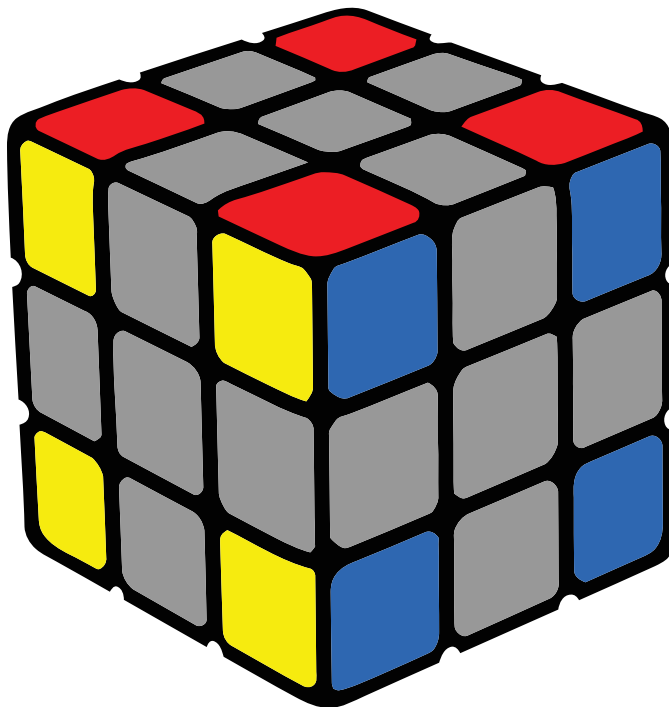
## Center Parts



## Edge Parts



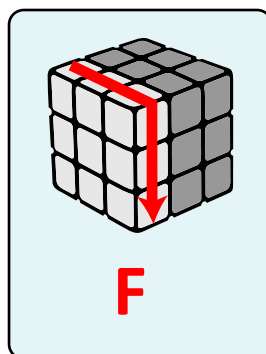
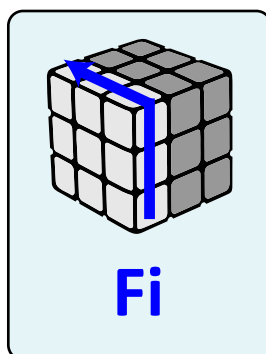
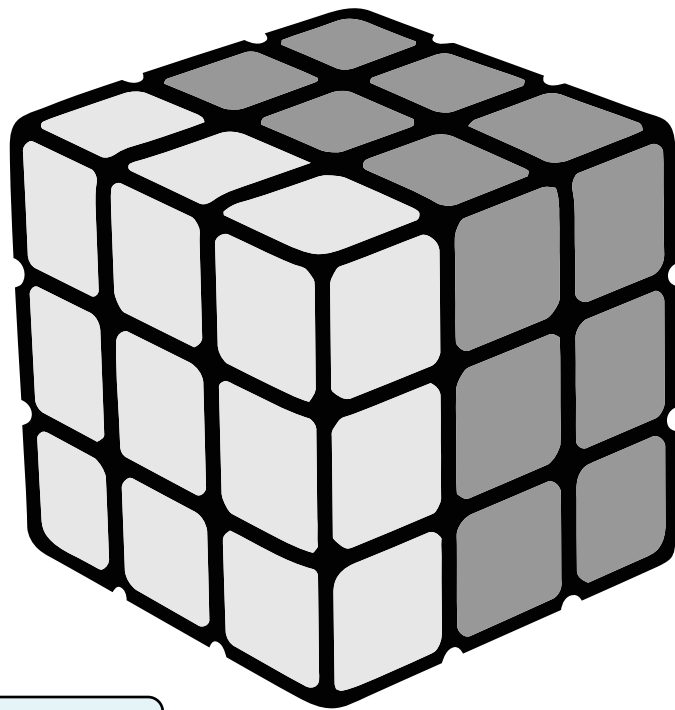
## Corner Parts



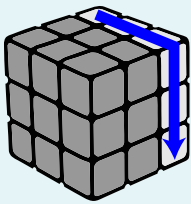
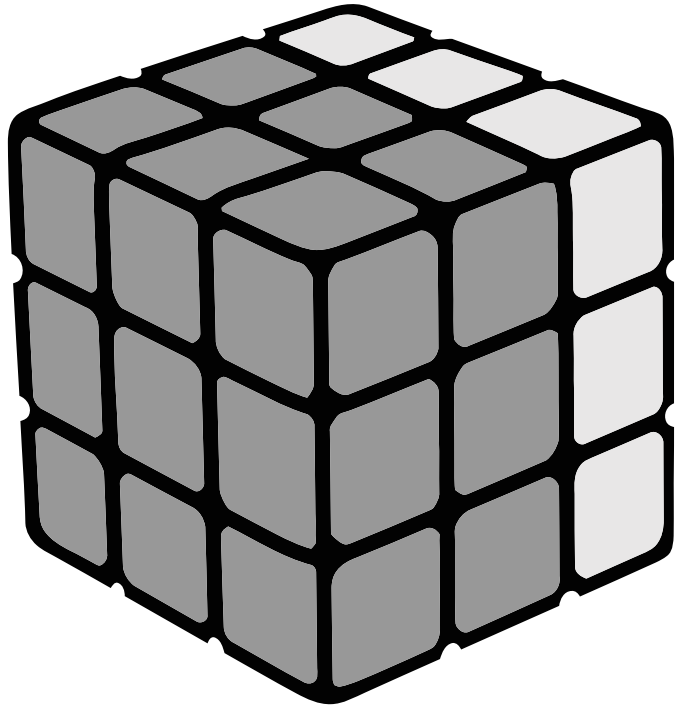
## Definition of sliding directions

The Rubik's cube has 6 areas that you can move. Each of those areas can be moved in two directions, **clockwise** and **anti-clockwise**. Each side of the cube is represented by letter. Letter "i" means **anti-clockwise** direction when looking on this side directly. Please refer to the explanation below and try to move the Rubik's Cube.

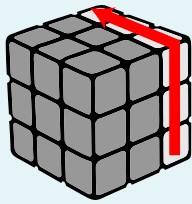
### Front



# Back

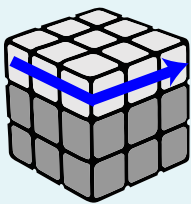
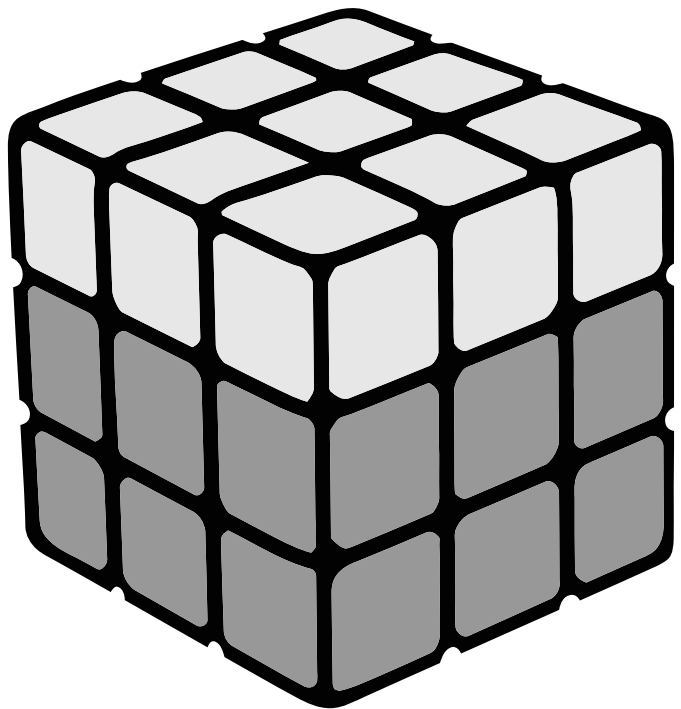


**Bi**

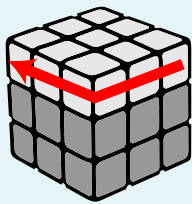


**B**

# Up

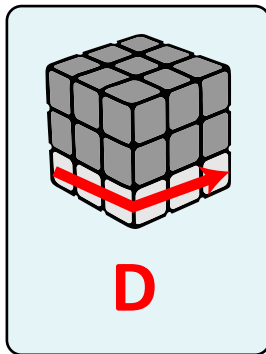
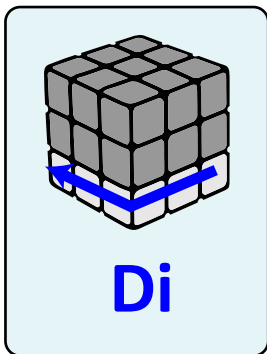
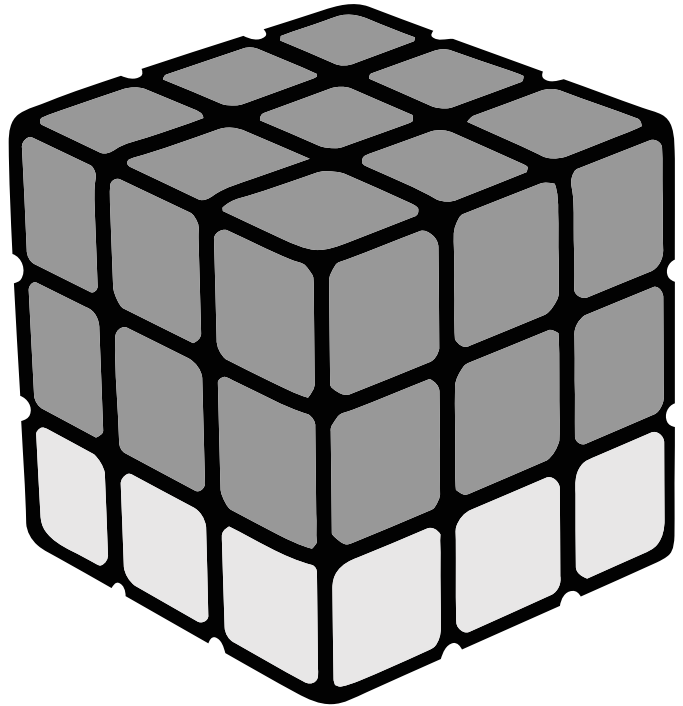


**Ui**

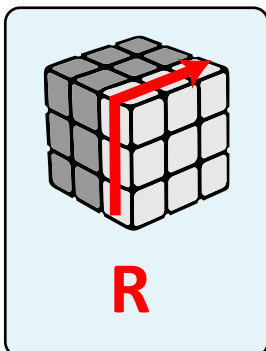
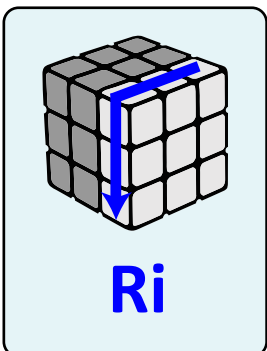
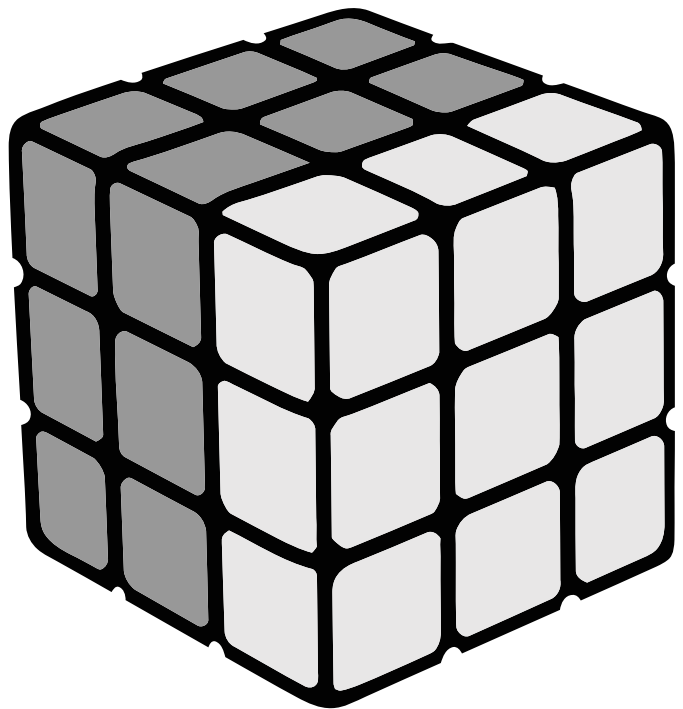


**U**

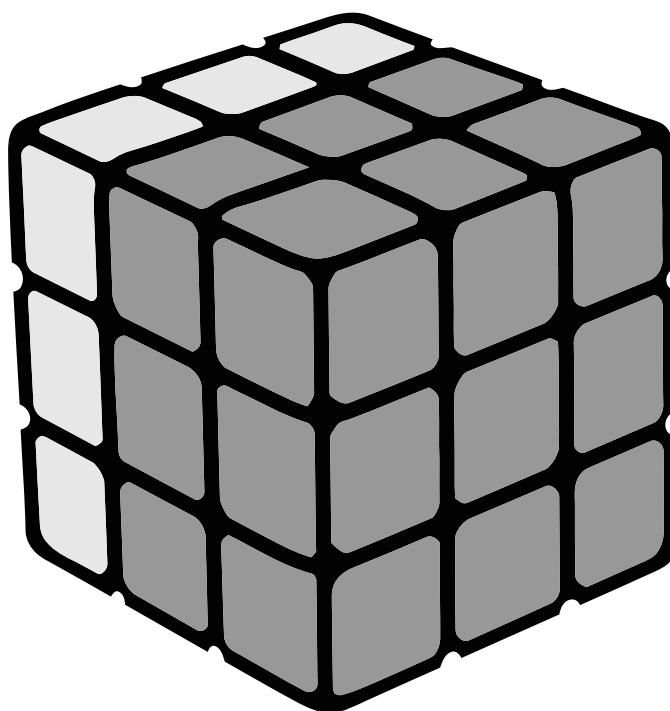
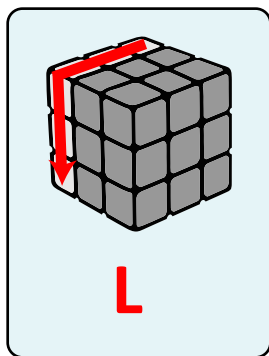
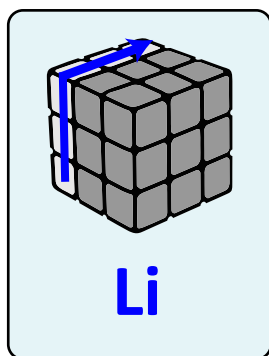
# Down



# Right



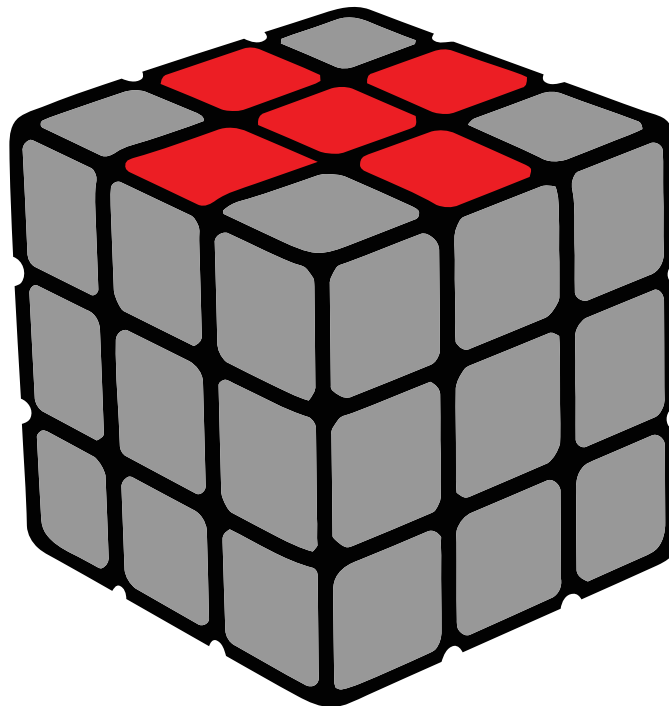
# Left



## Before we start

Each stage contain target image (how the cube should look like at the end of the stage). Pay attention, when you make moves hold your cube full - face front. Dark grey on the pictures means that the color on this area doesn't matter.

To get started, you need to create a cross in any color you want as shown in the picture below. Most of the time this level is done by trial and error.

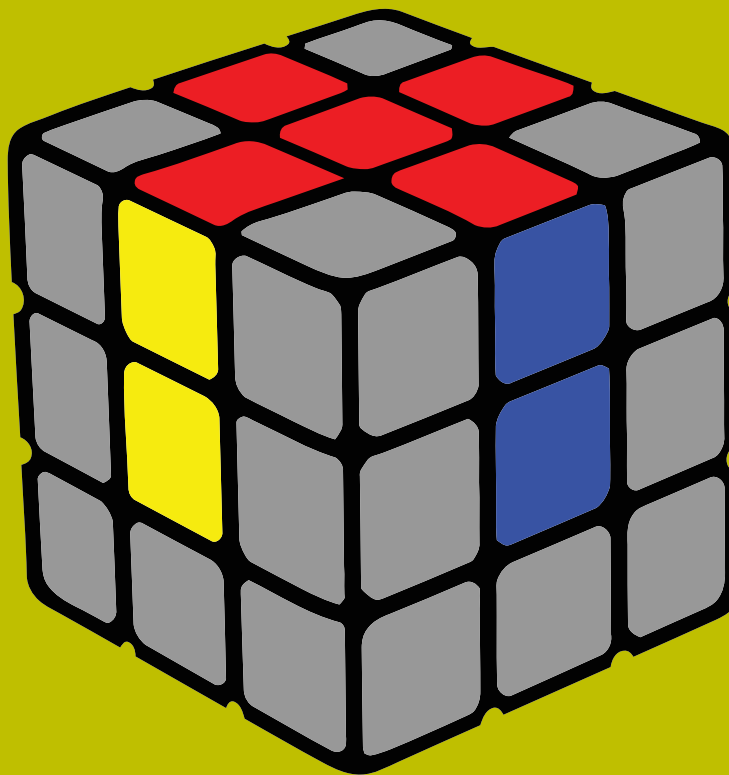




## STEP 1

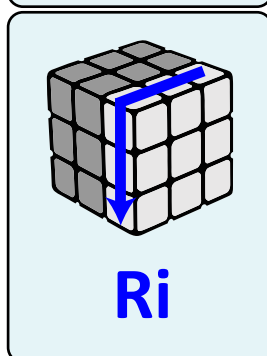
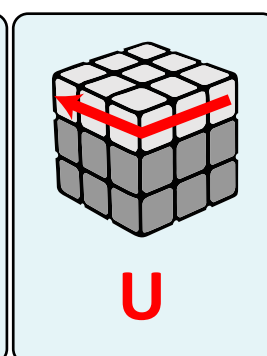
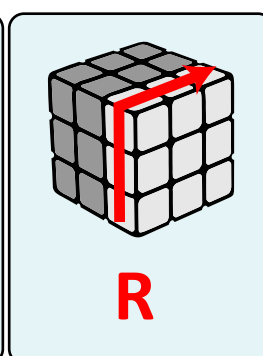
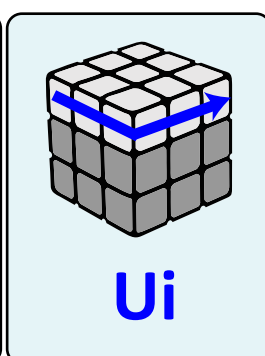
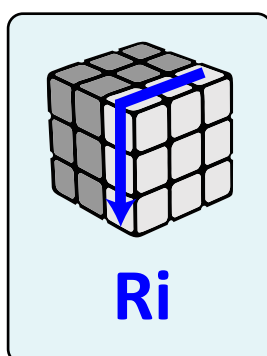
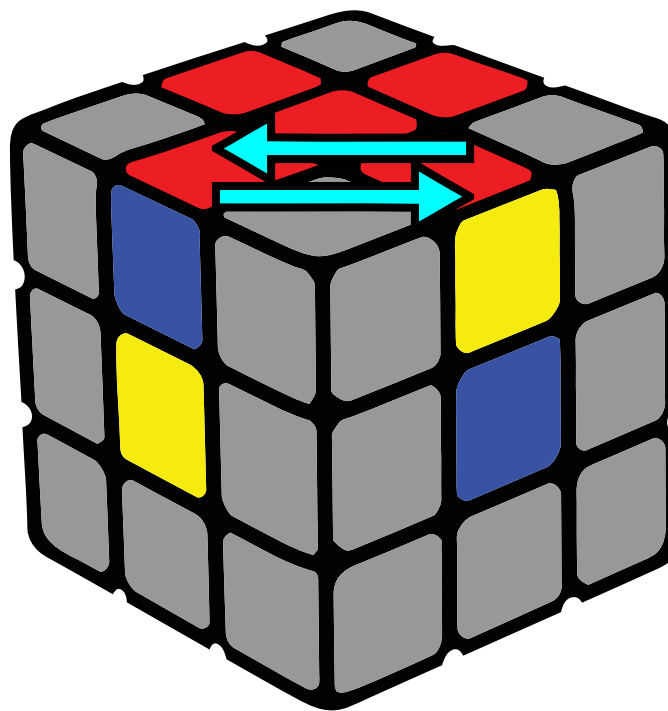
The main **OBJECTIVE** is to match the top layer edge part with the center parts below.  
(as the picture)

### The OBJECTIVE



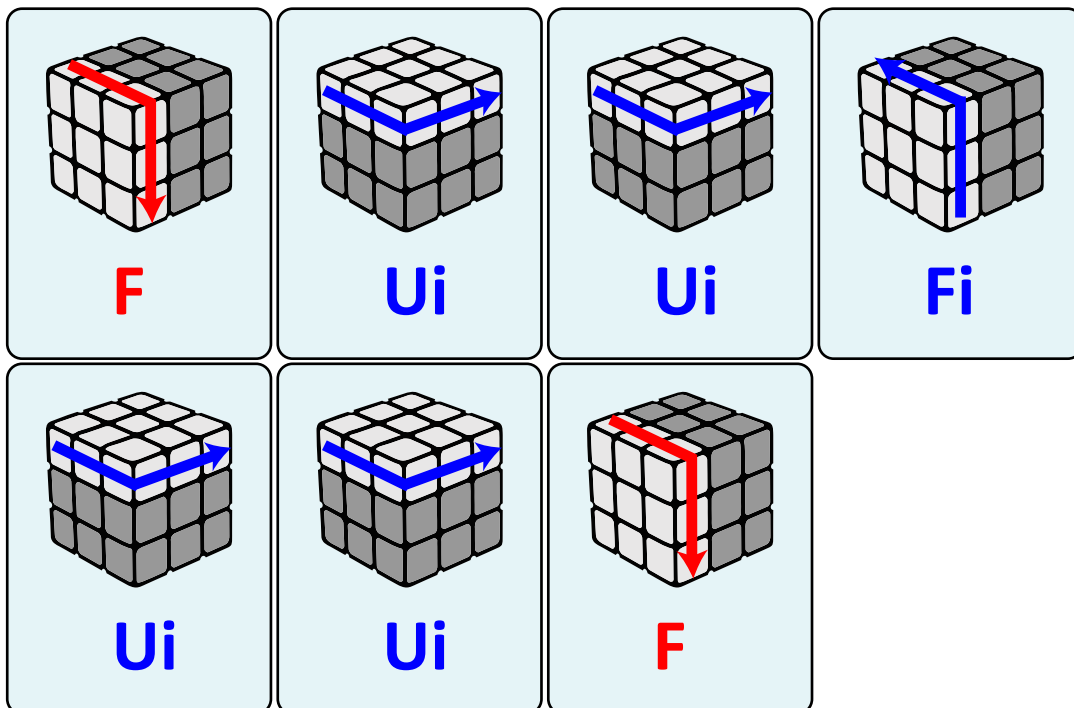
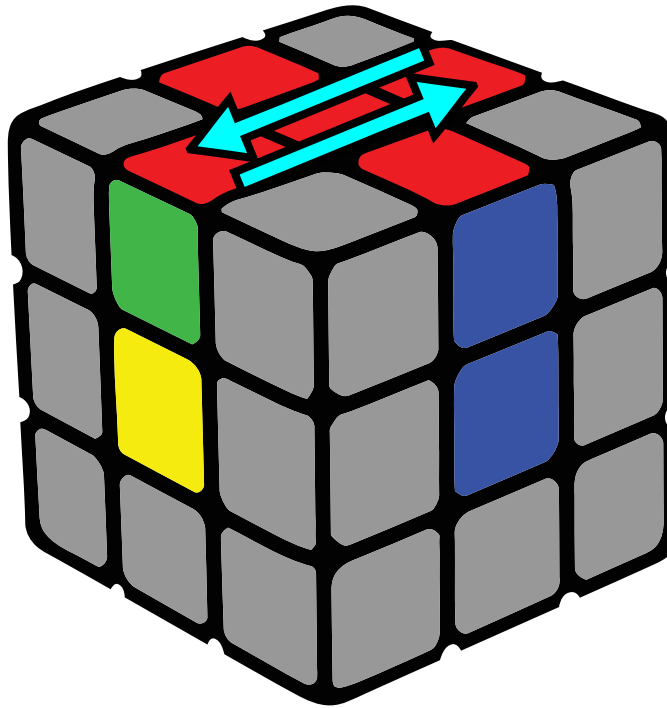
**State - 1**

**To switch between two adjacent edge parts**



## State - 2

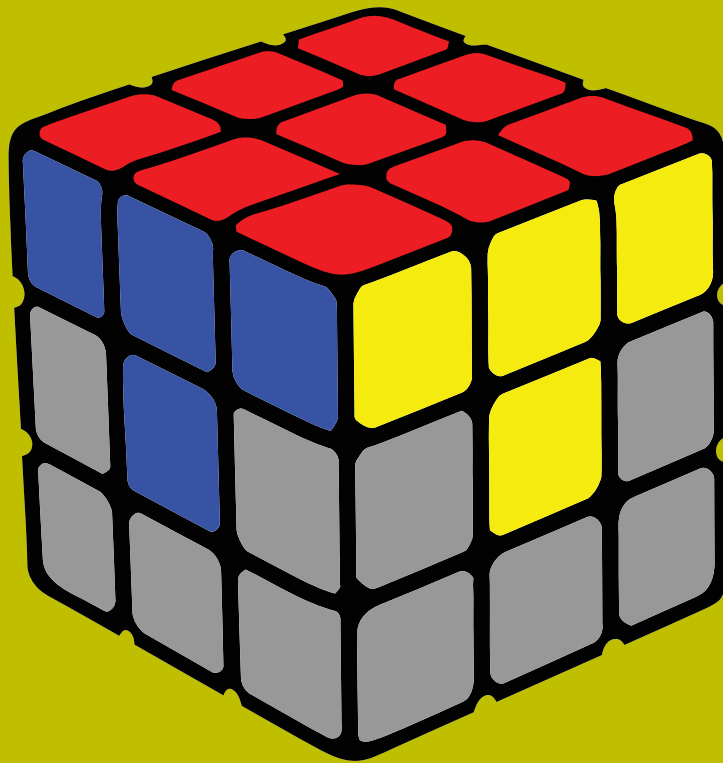
To switch between two parallel edge parts



## STEP 2

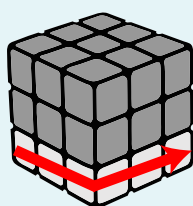
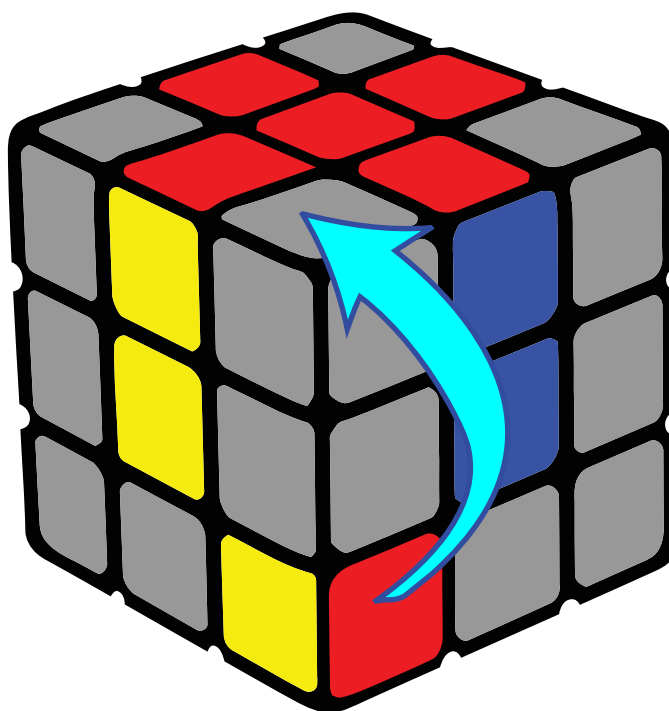
The main **OBJECTIVE** is to arrange the top layer corner parts. (as the picture)

### The OBJECTIVE

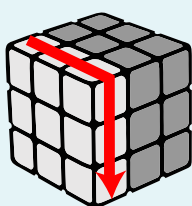


## State - 1

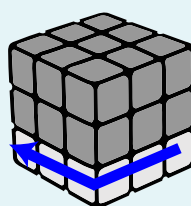
When the corner part of the top layer is on the bottom right face



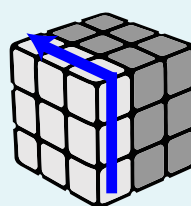
**D**



**F**



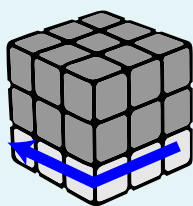
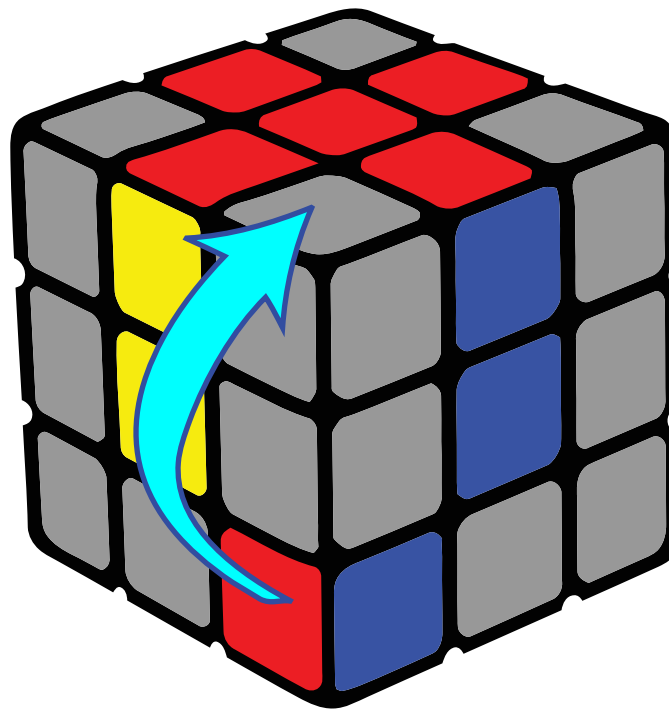
**Di**



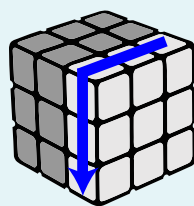
**Fi**

## State - 2

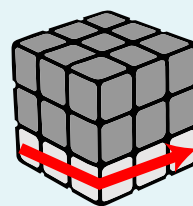
When the corner part of the top layer is on the bottom left face



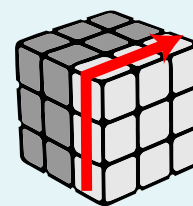
**Di**



**Ri**



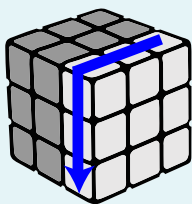
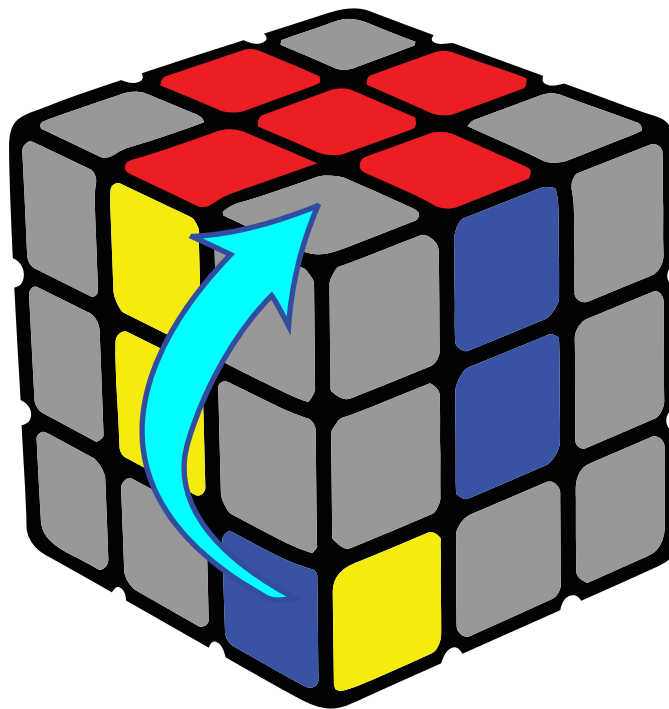
**D**



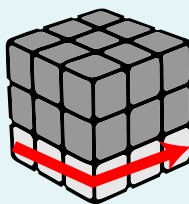
**R**

### State - 3

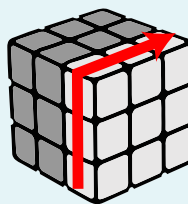
When the corner part of the top layer is on the bottom face



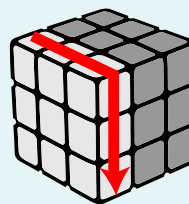
Ri



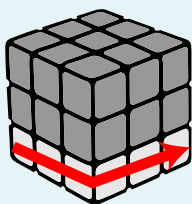
D



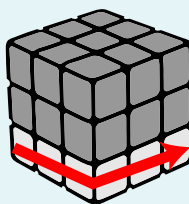
R



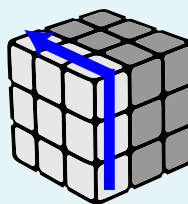
F



D



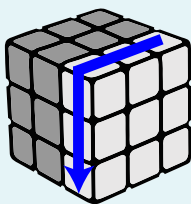
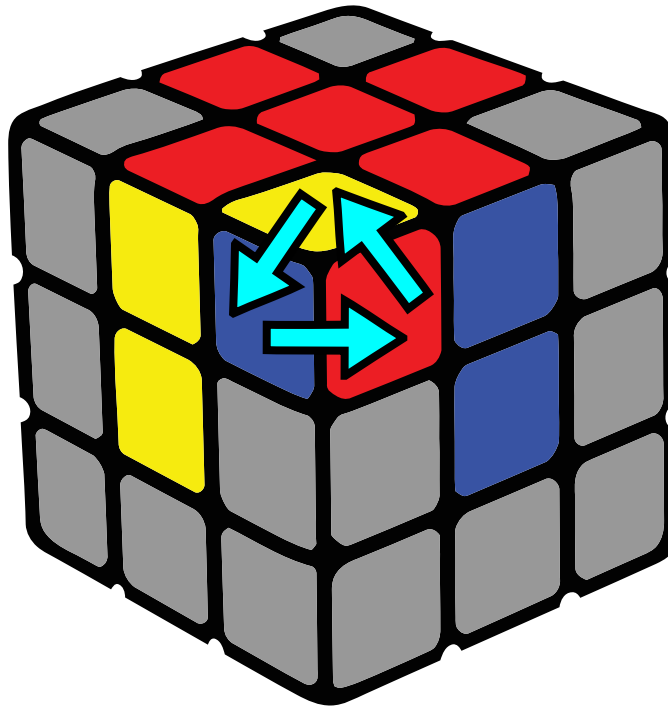
D



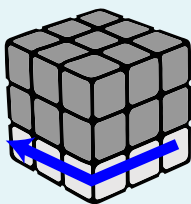
Fi

## State - 4

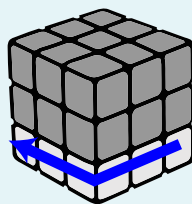
When the corner part of the top layer is on the top right face



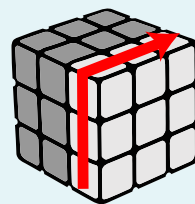
**Ri**



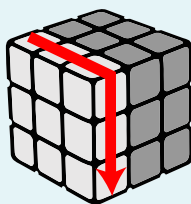
**Di**



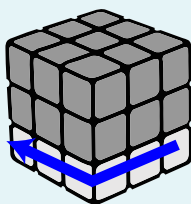
**Di**



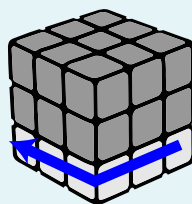
**R**



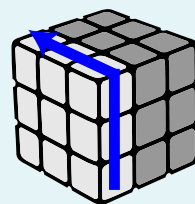
**F**



**Di**



**Di**

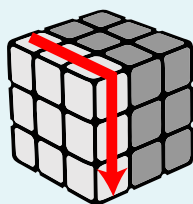
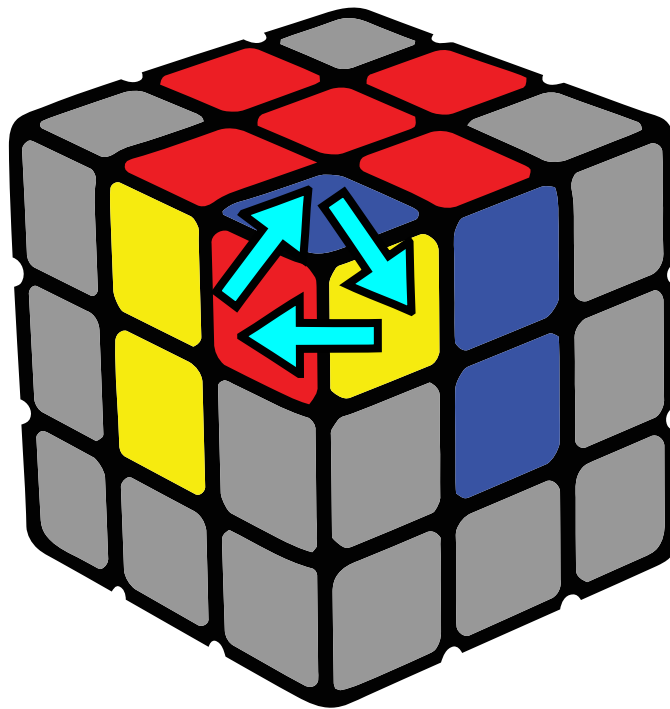


**Fi**

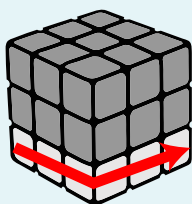


## State - 5

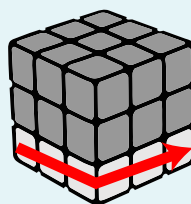
When the corner part of the top layer is on the top left face



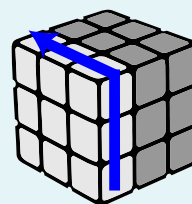
F



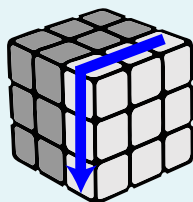
D



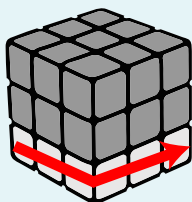
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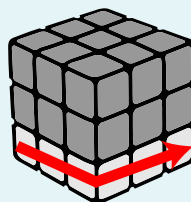
Fi



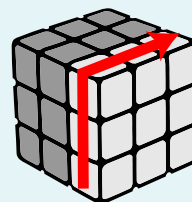
Ri



D



D

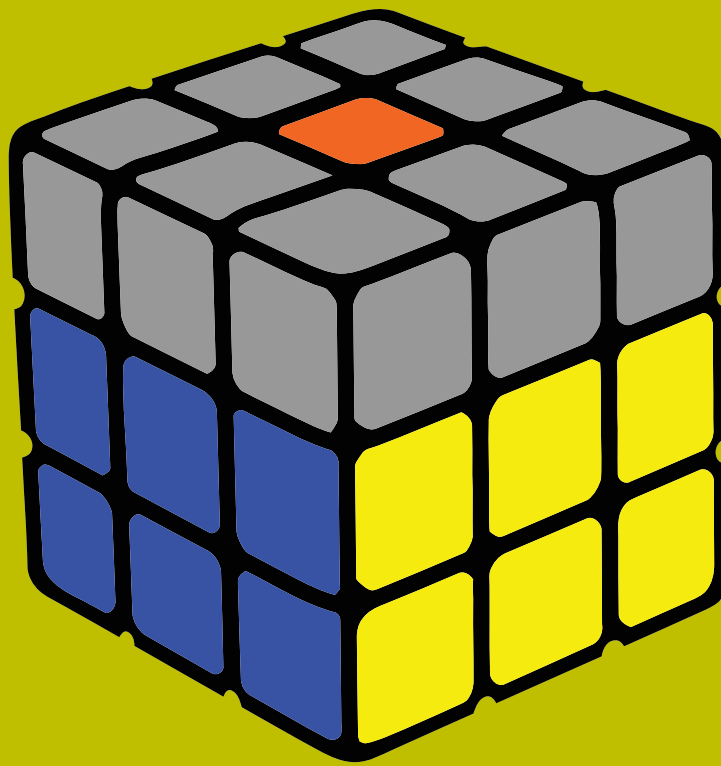


R

### STEP 3

The main **OBJECTIVE** is to complete the second layer. (as the picture)

**The OBJECTIVE**



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