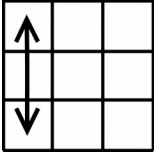


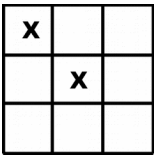
Rubik Cube Solution

(Paige Edition)

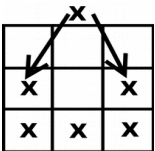
1. Complete the top layer. This is easy and working it out yourself helps to understand the cube. Suggest having blue on the top, after all the sky is up.



2 BOTTOM CORNERS The corners will doubtless need swapping over (there are two pairs), do this as required : - R ▼ B ► R ▲ B ► F clockwise B ◀ F anticlock.



3 GREEN CORNERS Turn the cube over, blue side down. The aim is to rotate the four corner tiles so they are all green on the top. If there are two greens on the side, keep that side to your left hand and do this. R ▼ T ► R ▲ T ► R ▼ T ►► R ▲ T ►► Repeat until a single green tile appears facing upwards. Hold this tile furthest away from you in the left top corner and repeat the algorithm.



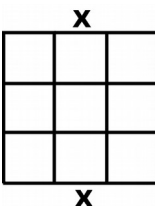
4 MIDDLE LAYER To do the middle layer, keep the blue side to the bottom and find a tile on the top that needs to go into the middle layer. Line it up with the centre tile of the same colour.

Then turn the whole cube a quarter turn to your right hand. To move a tile away from you do "A" and if it needs moving towards you do "B".

"A" R ▲ T ◀ R ▲ T ◀ R ▲ T ► R ▼ T ► R ▼ (away from you)

"B" R ▼ T ► R ▼ T ► R ▼ T ◀ R ▲ T ◀ R ▲ (towards you)

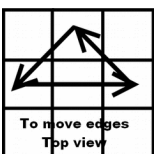
If there is an incorrect tile in the middle layer, replace it with a green tile from the top, and then reinsert the problem tile back into its correct position using one of the above moves as before.



5 TOP LAYER Rotate the edge tiles with : -

C ▲ T ► C ▲ T ► C ▲ T ►► now the same in reverse C ▼ T ► C ▼ T ► C ▼ T ►►

If the tiles are corner to corner rather than opposite each other as in the diagram, move them so they are opposite each other as shown. Return the tiles to their original position after completing the algorithm.



6 TO MOVE THE EDGES This is the easiest part. Hold the cube so the tile on the long axis moves from east to west (right to left, the arrows point in the wrong direction). Holding the cube in that position, move one of the top tiles down to the middle layer onto the good side. Now return this displaced tile to its correct position and the top layer will have moved round by a quarter turn. It

usually only needs doing once.