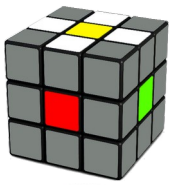
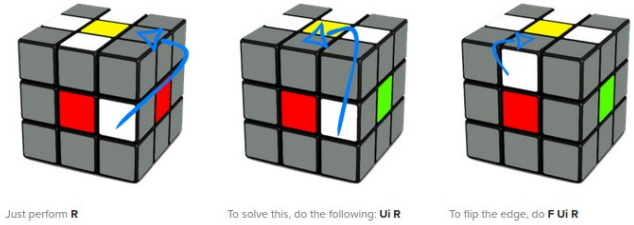
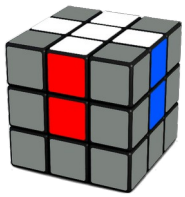
Step 1 - white lily


Goal



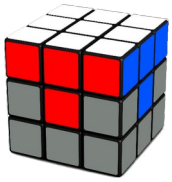
R **Ui R** **F Ui R**

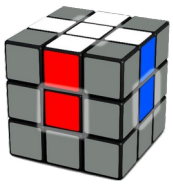
Step 2 - white cross

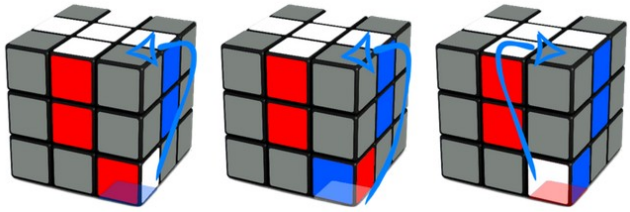

Goal


To make the white cross, you turn the Up layer till you have the two edges on one side matching as shown above. Then do **R R**

Step 3 - first layer

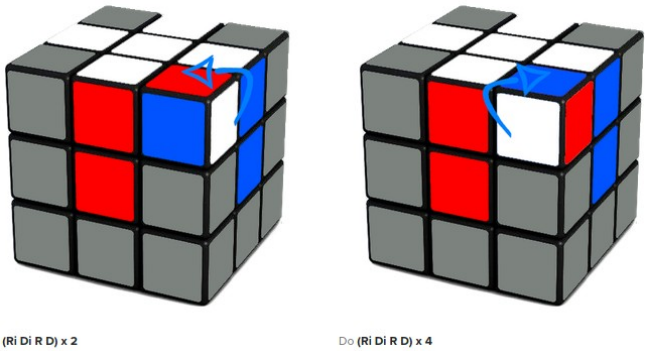

Goal

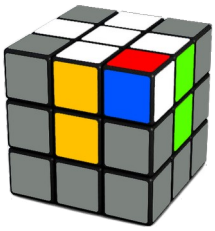

To identify the corner needed, look at the 3 centers surrounding the corner you are planning to solve. In this example, it will be the corner containing **Red, Blue, and White.** Place the corner directly under where it needs to go. Do this by turning the bottom layer. It should end up as one of the 3 cases shown below.



To solve the above 3 cases, repeat (**Ri Di R D**) until the corner is in place with white on top, red and blue matching as well.

Specials:

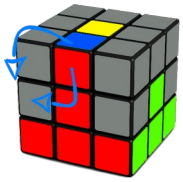



Sometimes, your corner is stuck on the top layer at the wrong place (similar to what is shown here). Do fix this, do (Ri Di R D) to bring the corner down to the first layer. Then solve it as per described on top.

Step 4 - second layer


Goal


U R Ui Ri Ui Fi U F


Ui Li U L U F Ui Fi

Step 5 - yellow cross


Goal

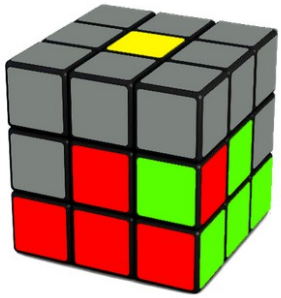

Do (F R U Ri Ui Fi) x 3

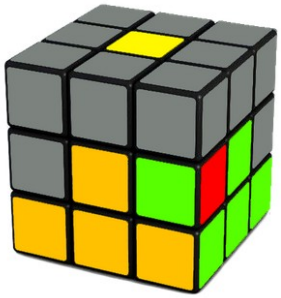

Hold it as shown and do (F R U Ri Ui Fi) x 2


Hold it as shown and do F R U Ri Ui Fi

(F R U Ri Ui Fi) x 3 **x 2** **x 1**

Specials:


situation 1: edge in the right place but flipped


situation 2: edge in the wrong place within the middle layer

To resolve the above two situations, perform **U R Ui Ri Ui Fi U F** as shown above to insert any edge into the middle layer so as to 'kick' the edge up to the top layer. Now you can solve it as shown above.

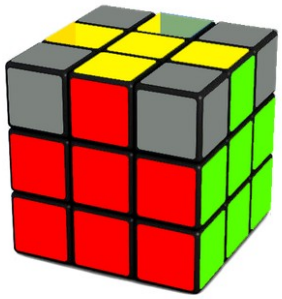
Step 6 - moving the edges to match the sides

Goal

Turn the top layer until you have only one edge that matches the side. In this case, only red matches. Have the matching side face forward.

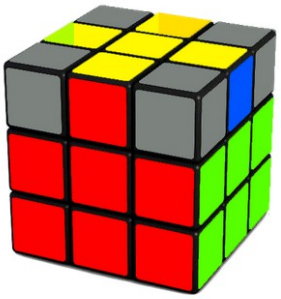
Do **R U Ri U R U U Ri** will move the back three edges anti-clockwise as shown. You may need to do this more than once to move the edges such that **all sides** match as shown above.

Specials:



Two adjacent edges are matching its side, but the two at the back of the Rubik's Cube are not.

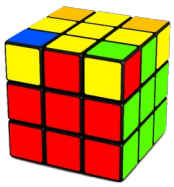
Turn the top layer once, there should now be only one side matching. Now solve as described above.



Two opposite edges match its side, but the two edges on the left and right sides are not.

Do **R U Ri U R U U Ri** and you will have the case shown to the left. Follow the steps there.

Step 7 - Moving the last 4 corners into place



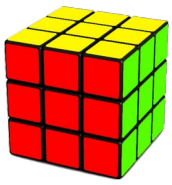
First, check if any of the corners are already in the right place. In the example below, the corner with Red, Green and Yellow is in the right place, but the rest are not. Have this correct corner at the right, facing you as shown.

Important: DO NOT TURN THE TOP LAYER FREELY. THE COLORS AT THE SIDE OF THE EDGES MUST REMAIN MATCHED

We will move the other 3 corners in an anti-clockwise manner using **U R Ui Li U Ri Ui L**

Sometimes, there may be no corners in the right place at all. If you encounter this, just use the formula shown above once from any direction(yellow on top). There will now be one corner in the right place, solve as shown above.

Step 8 - Turning the corners



First, place an unsolved corner(twisted wrongly) at the right-hand side facing you(bottom right) as shown. Perform **(Ri Di R D)** until the corner is oriented (turned) correctly. Without rotating the cube, turn the top layer such that another unsolved corner is at the right side facing you(bottom right), perform **(Ri Di R D)** until that corner is solved. Repeat till all corners are solved.

Important: Do not turn rotate the Rubik's Cube, i.e the color facing you remains the same throughout this step. The bottom layer will be messed up during the process, if done correctly, it will return to a solved state after all the corners are done.