

* n = Color: 1 = Yellow ... 6 = White. RHS/LHS = Right/Left Hand Side. X = Remains Unchanged. r = Rotated In Final Position.
 Underline (n) = Start Position; Bold (n) = Final Position. FV=Front View; TV=Top View. [...] = Acronym for the Move Sequence.
 * Cube Faces (Sides) as: D=Down (Bottom), F=Front, R=Right, B=Back, L=Left, T=Top (Upper). [Only F, R, L and T moves used here.]
 * Side Rotation: CW=Clockwise, CCW=Counter-clockwise. S+=Turn Side S 90° CW, S- =Turn Side S 90° CCW, X2 =Turn Side S 180°.
 * "Rotate" means to re-orient a piece, keeping its location. "Swap" means for two or more pieces to exchange places. "Move" means to change the location of one piece while disregarding what goes in its original location.

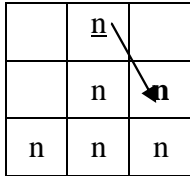
Step 1 -- Do the First Face on your own. Place the cube with the completed first layer on the bottom. I usually do the Yellow face first. During move sequences below, **have the correct face on FV per diagrams**, and then follow the Yellow pieces.

Step 2 -- Set the 4 Middle Layer Edge Pieces

A > T+ R+ T- R- F+ R- F- R+ (moves FT to FR, same color on FV) [T color of FT should be RHS color]

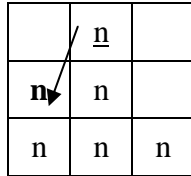
A' > T- L- T+ L+ F- L+ F+ L- (moves FT to FL, same color on FV) [T color of FT should be LHS color]

A > Front View (FV)



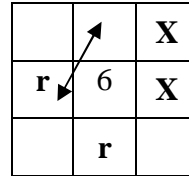
T+ R+ T- R- F+ R- F- R+

A' > FV



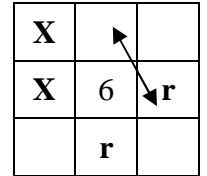
T- L- T+ L+ F- L+ F+ L-

B > Top View (TV) [T/T]



R+ T+ R- T- R- F+ R+ F- T+

B' > TV [T/T]



L- T- L+ T+ L+ F- L- F+ T-

Step 3 -- Form cross on Last Layer with 4 Edge Pieces on top matching the top face color

B > R+ T+ R- T- R- F+ R+ F- T+ (rotates TF; swaps TL & TB, TB also rotates on moving to TL; TR=X)

B' > L- T- L+ T+ L+ F- L- F+ T- (rotates TF; swaps TR & TB, TB also rotates on moving to TR; TL=X)

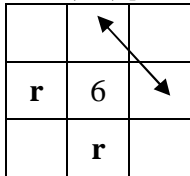
C > R+ T2 R- T2 R- F+ R+ F- T+ (rotates TF & TL; swaps TR & TB)

C' > L- T2 L+ T2 L+ F- L- F+ T- (rotates TF & TR; swaps TL & TB)

D > R+ T2 R- T- R+ T- R- (TF=X; swaps TR, TL & TB CW – No rotation)

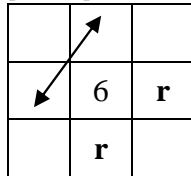
D' > L- T2 L+ T+ L- T+ L+ (TF=X; swaps TL, TR & TB CCW – No rotation)

C > Top View (TV) [T2/T2]



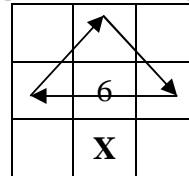
R+ T2 R- T2 R- F+ R+ F- T+

C' > TV [T2/T2]



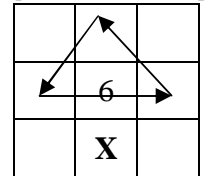
L- T2 L+ T2 L+ F- L- F+ T-

D > TV [T2/TT or TT/T2]



R+ T2 R- T- R+ T- R-
or L- T- L+ T- L- T2 L+

D' > TV [T2/TT or TT/T2]



L- T2 L+ T+ L- T+ L
or R+ T+ R- T+ R+ T2

Step 4 -- Position the 4 Top Face Corner Pieces

E > R+ T- L- T+ R- T- L+ T+ (Swaps TFR, TBR & TBL CCW; TFL=X) [FYI - Pieces flip 90° on side axis perpendicular to arrow ...

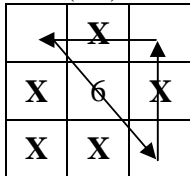
E' > L- T+ R+ T- L+ T+ R- T- (Swaps TFL, TBL & TBR CW; TFR=X) ... Diagonal move ⇔ 2 side flips against the arrows.]

Step 5 -- Rotate corner pieces to match colors

F > R+ T+ R- T+ R+ T2 R- and L- T- L+ T- L- T2 L+ (TFR=X; TBR=X; rotates TFL CCW & TBL CW along its diagonal)

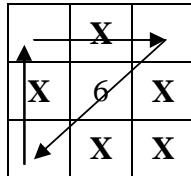
G > R+ T2 R- T- R+ T- R- and L- T2 L+ T+ L- T+ L+ (TFL=X; TBL=X; rotates TFR CCW & TBR CW along its diagonal)

E > Top View (TV)



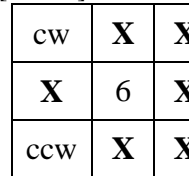
R+ T- L- T+ R- T- L+ T+

E' > TV



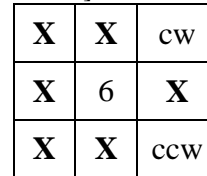
L- T+ R+ T- L+ T+ R- T-

F > TV [TT/T2]



R+ T+ R- T+ R+ T2 R-
& L- T- L+ T- L- T2 L+

G > TV [T2/TT]



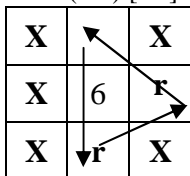
R+ T2 R- T- R+ T- R- (D)
& L- T2 L+ T+ L- T+ L+ (D')

Step 6 (if Step 3 is skipped) -- Form cross on Last Layer with 4 Edge Pieces on top matching the top face color

H > R+ L- T+ R- T- L+ R- F+ R+ F- (TL=X; TF->TR(r); TR->TB; TB->TF(r) – CCW)

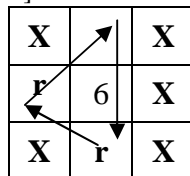
I > L- R+ T- L+ T+ R- L+ F- L- F+ (TR=X; TF->TL(r); TL->TB; TB->TF(r) – CW)

H > Top View (TV) [T+]



R+ L- T+ R- T- L+ R- F+ R+ F-

I > TV [T-]



L- R+ T- L+ T+ R- L+ F- L- F+

Tip for Step 3 :

First get all 4 edges rotated to get color 6 on top layer using B & C. Place one in correct position, then use D as needed.

Tip for Step 4 & 5:

First get one corner in correct position and orientation using E. Keep this in X location when using the next E/F/G.