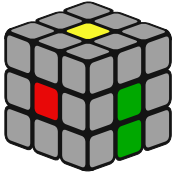


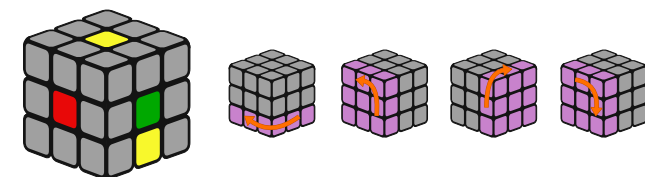
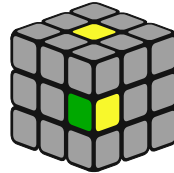
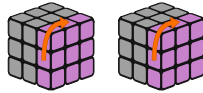
All the cases of the 7 steps of our [Rubik's Cube solution](#) on one page, to print or keep next to you while you solve the cube. In each picture, the case is on the left and the moves you have to make are on the right. If it is your first time, learn each step with its explanations first: here you only have the essentials.

## Step 1: Edges of the first face of the Rubik's Cube

Yellow on top. Find an edge with yellow on the bottom layer, turn the bottom layer until it is under its place and apply its case. Repeat for the 4 edges.



**Case 1:** yellow edge facing down on the bottom layer, placed in 2 moves

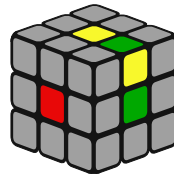


**Case 2:** yellow edge facing the front on the bottom layer, placed in 4 moves



**+ Repeat Step 1**

Yellow edge in the middle layer; 3 moves take it to the bottom layer, then repeat step 1



**+ Repeat Step 1**

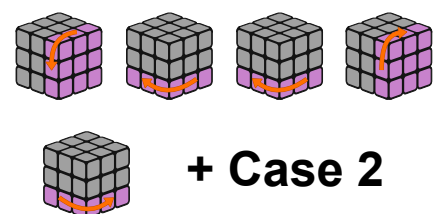
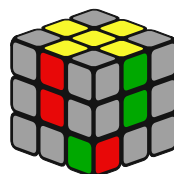
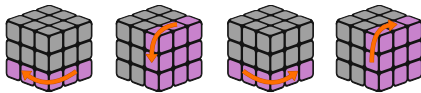
Yellow edge in the wrong position on the top layer; 2 moves take it to the bottom layer, then repeat step 1

## Step 2: Corners of the first face of the Rubik's Cube

Yellow on top. Find a corner with yellow on the bottom layer, turn the bottom layer until it is under its place and apply its case. Repeat for the 4 corners.



**Case 1:** yellow facing left, corner placed in 4 moves

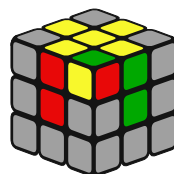


**+ Case 2**

**Case 3:** yellow facing down; 5 moves and then case 2



**Case 2:** yellow facing right, corner placed in 3 moves

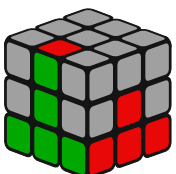


**Case 1 or 2  
+ Repeat Step 2**

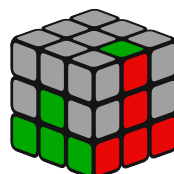
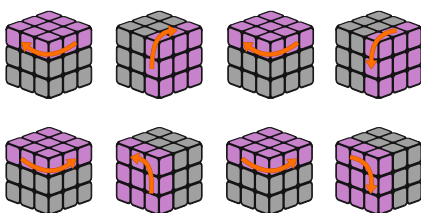
Yellow corner in the wrong position on the top layer; apply case 1 or 2, then repeat step 2

## Step 3: The second layer of the Rubik's Cube

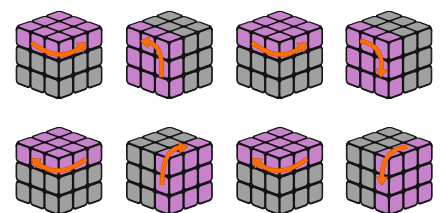
Turn the cube over: white on top. Find an edge without white on the top layer and turn the top layer until it forms an upside-down T with its center. Repeat for the 4 edges.

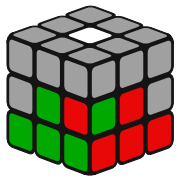


**Case 1:** the edge has to go to the right, placed in 8 moves



**Case 2:** the edge has to go to the left, placed in 8 moves



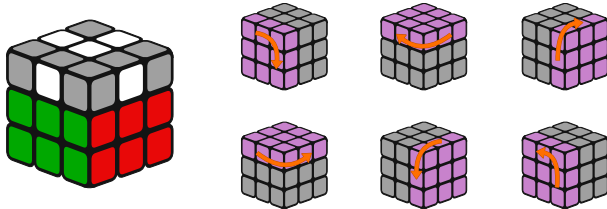


## Case 1 or 2 + Repeat Step 3

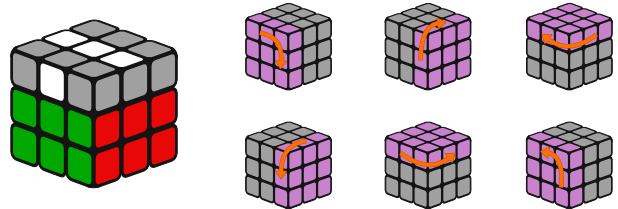
Edge in the wrong position in the middle layer; apply case 1 or 2, then repeat step 3

### Step 4: The second cross of the Rubik's Cube

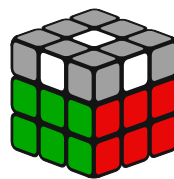
White on top. Depending on the edges that already have white facing up, apply the case until you get the white cross.



Case 1: two adjacent white edges facing up, solved in 6 moves



Case 2: two opposite white edges facing up, solved in 6 moves

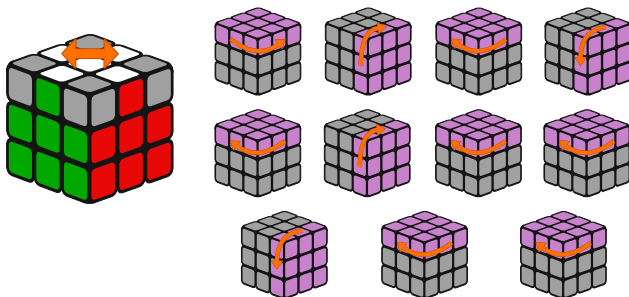


Case 1  
or  
Case 2 + Repeat  
Step 4

Case 3: no white edge facing up; apply case 1 or 2, then repeat step 4

### Step 5: Position the second cross of the Rubik's Cube

Turn the top layer until two edges match their centers and apply the case depending on whether they are adjacent or opposite.



Case 1: two adjacent edges swapped, fixed in 11 moves

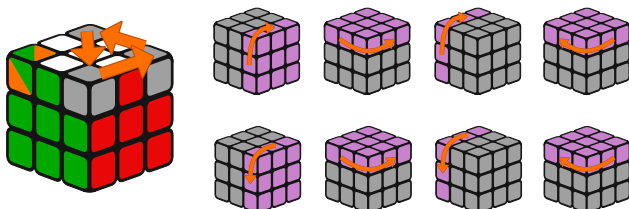


Case 1 + Repeat  
Step 5

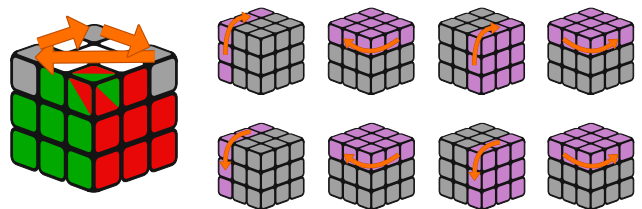
Case 2: two opposite edges swapped; apply case 1, then repeat step 5

### Step 6: Position the corners of the Rubik's Cube

A corner is in its place if it has the colors of its 3 centers, even if it is twisted. With one corner in place, cases 1 and 2; with none, cases 3 and 4.



Case 1: three corners out of position, moved in 8 moves



Case 2: three corners out of position the other way round, moved in 8 moves



Case 1  
or  
Case 2 + Repeat  
Step 6

Case 3: two pairs of corners swapped; apply case 1 or 2, then repeat step 6

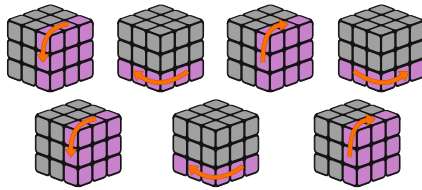
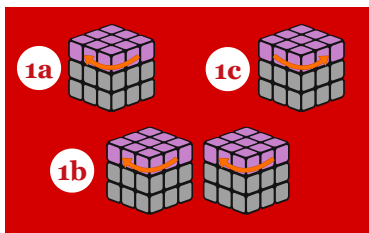
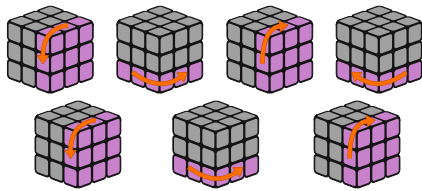
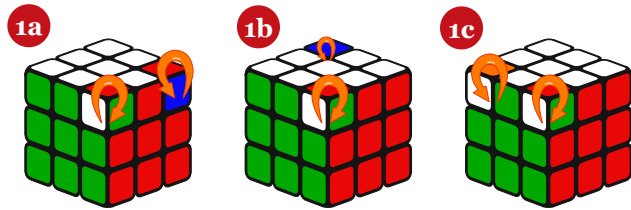


**Case 1  
or  
Case 2 + Repeat  
Step 6**

**Case 4:** corners swapped diagonally; apply case 1 or 2, then repeat step 6

## Step 7: Turn the corners of the Rubik's Cube

Read step 7 first. Do the 7 moves, turn the top layer according to your subcase (1a, 1b or 1c) and undo the 7 moves. With three or four twisted corners, cases 2, 3 and 4.



**Case 1 (1a, 1b, 1c):** two twisted corners; 7 moves, turn the top layer and undo the 7 moves



**Case 1a + Repeat  
Step 7**

**Case 2:** three twisted corners; apply case 1a, then repeat step 7



**Case 1a + Repeat  
Step 7**

**Case 3:** three corners twisted the other way; apply case 1a, then repeat step 7



**Case 1a + Repeat  
Step 7**

**Case 4:** all four corners twisted; apply case 1a, then repeat step 7