Rubik's Cube Solution Cheat Sheet

Lucas Garron  
garron.net/cubing
Based on solutions by Shelley Chang and Tyson Mao.

Notation
The cube has six sides:
- Front (F)
- Back (B),
- Left (L)
- Right (R),
- Down (D)
- Up (U)
- Clockwise:
  U, R, F, B, L, D
- Counter-clockwise:
  U', R', F', B', L', D'
- Double-turn:
  U2, R2, F2, B2, L2, D2

Example Move: F

Daisy & Cross
Place four white edges around the yellow center.

First Layer Corners
Select white corners in the top layer and move them down one at a time.

- Right Trigger:
  R U R'
- Left Trigger:
  L' U' L
- (Right Trigger)*2:
  (R U R') (R U R') → try again

Middle Layer (Edges)
Select an edge, perform this sequence, then reinsert the corner again using the previous step.

- Left Pull + Left Trigger:
  U' (L' U' L) → re-insert
- Right Pull + Right Trigger:
  U (R U R') → re-insert
Last Layer
Edge Orientation
Make sure the cube matches the diagram every time before you apply a sequence of moves.

F U R U' R' F'
F U R U' R' F'
F U R U' R' F'

Last Layer
Corner Orientation
Count the number of corners with yellow facing up.

Right Sune:
(R U R') U (R U2 R')

Right Sune:
(R U R') U (R U2 R')

Last Layer
Corner Permutation
Align two corners.

Niklas + Right Sune:
(L' U R U' L U R') (R U R') U (R U2 R')

Last Layer
Edge Permutation

Right Sune + U + Left Sune + U':
(R U R') U (R U2 R') U (L' U' L) U' (L' U2 L) U'