

  
**RUBIK'S**<sup>™</sup>  
"The World's Best Puzzles!"

Billions of  
Combinations!

Only  
**ONE** Solution!



Part No. T030-30010-02-A

SOLUTION **Hints!** BOOKLET



  
**RUBIK'S**<sup>™</sup> **CUBE**  
"The Ultimate Brain Teaser"



# RUBIK'S CUBE

*The Ultimate Brain Teaser*

## Solutions Hints Booklet

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## Billions of Combinations, One Solution!

**RUBIK'S Cube** is the incredibly addictive, multi-dimensional challenge that has fascinated puzzle fans around the world. Over 200 million cubes have been sold and at least one in every five people in the world has twisted, jumbled and enjoyed this immensely popular puzzle.

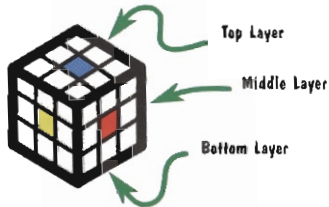
**RUBIK'S Cube** has been called "the perfect puzzle" and "the best puzzle ever." With a few turns, you can mix up its small colored cubes. Now match the cubes back up to make every side a solid color. You can solve **RUBIK'S Cube** from any starting point and from any topsy-turvy arrangement of colors. With the right twists, anybody can do it. And with 43 quintillion combinations, no challenge is ever the same!

**RUBIKFact:** 22.95 seconds! That's how long a high school student from Los Angeles took to unscramble the cube and win the Budapest world championship in 1982.

## Meet Your Cube

**RUBIK'S Cube** has 6 sides, or **faces**. Each face is a different solid color when **RUBIK'S Cube** is solved.

Each face has 3 horizontal **layers** and 3 vertical **columns**. Each layer and column can be turned independently.



## Meet Your Cube

**RUBIK'S Cube** is made up of 26 smaller cube pieces. These are divided into 6 stationary **center cubes**, plus 8 **corner cubes** and 12 **edge cubes** that move around the center cubes when you twist the faces.

**Center cubes** have 1 color. Although they can rotate in place, they do not move from one face to another. In other words, **BLUE** is always opposite **WHITE**, **RED** is always opposite **ORANGE**, and **GREEN** is always opposite **YELLOW**. Center cubes determine the color of the face they're in. You solve **RUBIK'S Cube** by matching other cubes to the center cubes' colors.



Center Cubes  
(1 Color)

## Meet Your Cube

**Corner cubes** have 3 colors, which match the 3 center cubes they touch.

**Example:** The corner cube you see here is made up of blue, yellow and red.



**Edge cubes** have 2 colors, which match the 2 center cubes they touch. Edge cubes are always sandwiched between 2 corner cubes.

**Example:** Edge cubes you see here are blue & yellow, blue & red, and red & yellow.

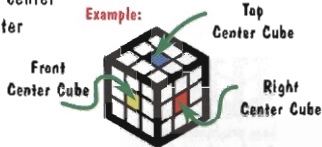


**RUBIKFact:** **RUBIK'S Cube** was invented by Erno Rubik a Hungarian Professor of Architecture and Design. Within one year of its launch in 1981 it became the fastest selling puzzle the world has ever known.

## Twisting Hints

The easiest way to solve **RUBIK'S Cube** is layer by layer, starting at the top. It is very difficult to solve face by face, and with billions of combinations, nearly impossible to solve by trial and error.

Always hold **RUBIK'S Cube** in the same orientation while completing a layer. Remember the colors of the top center cube and the center cube facing you.

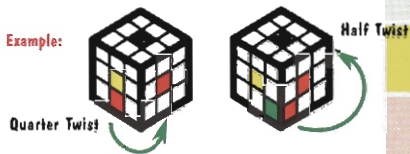


**RUBIKFact:** 43 quintillion is 43 million million million. There are only about 30 million seconds in a year. You would need over a thousand million years, looking at a thousand patterns every second, to see all the combinations possible with **RUBIK'S Cube**

## Twisting Hints

Opposite colors never appear on the same cube piece. For example, no cube piece will have both **BLUE** and **WHITE**, which are opposites, in its color scheme.

**RUBIK'S Cube** is solved using quarter twists and half twists. You can twist clockwise, by turning to the right, or counterclockwise, by turning to the left.



If you twist a layer out of position, perform the opposite move to twist it back into position.

## Twisting Hints

Sometimes you'll perform a series of twists to get a single cube into position. Doing that will often get other cubes out of position. Repeat the series of twists backward to restore the cube.

Think in mirror images when positioning edge cubes. Two quarter-twists of two touching faces turn an upside-down edge cube right side up.

Example:



First  
Quarter Twist



\*Second  
Quarter Twist



Edge Cube  
in Place

## RUBIK'S Cube Games

Try playing these RUBIK'S Cube games. By twisting the faces and flipping and twirling the cubes, you may be able to figure out your own unique methods for solving RUBIK'S Cube

### Cross Up

Make a cross with five cubes of the same color. Now make an X.

Example:



## RUBIK'S Cube Games

### Double Cross Up

Make crosses on two, three, four or more faces of RUBIK'S Cube

Example:



2 Crosses



3 Crosses

### Odd Corner

Put eight cubes of the same color together, so that only one corner cube is a mis-match.

Example:



## RUBIK'S Cube Games

### Face It

Arrange nine cubes into a solid-color face.

Example:



### Four Corners

Put four corner cubes in their correct positions.

Example:



Try this way . . .



. . . or this way.

## RUBIK'S Cube Games

### Four Corners<sup>2</sup>

Move all eight corner cubes in their places.

Example:



**RUBIKFact:** One month of hard twisting... that's how long Erno Rubik took to solve his puzzle the first time. Before that he wasn't even sure there could be a method of solving it.

## Solving RUBIK'S Cube

When solved, every face of **RUBIK'S Cube** is a solid color. Once you start turning, twisting and flipping, it's easy to mix up the colors. Not to worry — **RUBIK'S Cube** can be set right from any mixed-up combination. The following steps will help you solve the puzzle.

1. Choose a color, such as **BLUE**, for the top face. Turn **RUBIK'S Cube** so that the center cube on the top face is that color.

Example:



**RUBIKFact:** Some people can solve **RUBIK'S Cube** in 52 moves from any scrambled position.



## Solving RUBIK'S Cube

6. Solve the middle layer on each face by putting in the correct edge cubes, one at a time. First try to solve the middle layer by creating move sequences of your own. If you need help, use the sample sequences *Edge Mover #1* and *Edge Mover #2* (See RUBIK'S Cube Sequences p. 20) to accomplish this. If you accidentally disturb some cubes that are already in their correct positions, restore them with reverse twists before going on.

Example:



When all the edge cubes are in place, two layers, the middle and the top, are solved.



## Solving RUBIK'S Cube

7. Begin solving the bottom layer by positioning the corner cubes. First, move all four corner cubes to their correct spots. You can do this by using the *Two Corner Swap Sequence*. (See RUBIK'S Cube Sequences p. 21) At this point, it doesn't matter whether or not their colors are properly turned to match each face, as long as all four corner cubes end up in the right locations.

**RUBIKFact:** Theoretically the shortest path to solving RUBIK'S Cube from any scrambled position is as few as 22 twists. So far no one has succeeded in demonstrating this method.

# Solving RUBIK'S Cube

8. With all four corner cubes in place, use the *Three Corner Shuffle* (See **RUBIK'S Cube Sequences** p. 21) to orient their colors, matching them up to the colors of the three faces they connect.

Example:



From this . . . . . to this.

9. Complete the bottom layer by placing the four edge cubes in their proper positions using the *Edge Flipper Sequences*. (See **RUBIK'S Cube Sequences** p. 22)

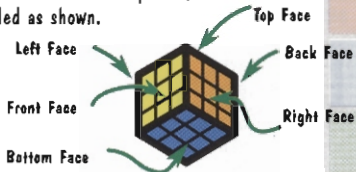
When you finish, your **RUBIK'S Cube** is solved!



Now that you've solved the cube, race yourself. Go for your best time. Remember the best time ever is 22.95 seconds!

# RUBIK'S Cube Sequences

The next pages offer specific sequences of moves to be used after completing the top layer. These sequences help solve the middle and bottom layers of the cube. For each sequence, the Cube's sides are labeled as shown.



Hold **RUBIK'S Cube** so the side you want to affect is the Bottom Face. (The cube pieces in the Top Face will return to their original positions at the end of the sequence.) Select a sequence, and do the moves in order. The arrow symbols used to guide these moves indicate the turning directions. For each indicated face (Front, Right, Back, etc.) move one fourth turn in the direction of the arrow.



In these sequences you are moving the colored edge/corner pieces in the pictures. After the sequence, all other pieces (except the unmarked uncolored pieces on the bottom) will return to the same position they were at the start of the sequence.

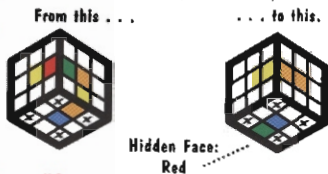
# RUBIK'S Cube Sequences

Note: Use "Edge Mover #1 and #2" to help solve the middle layer of the cube.

## Edge Mover #1

Front ◊; Bottom ◊; Front ◊; Bottom ◊; Front ◊;  
 Bottom ◊; Bottom ◊; Front ◊; Bottom ◊; Front ◊;  
 Bottom ◊; Front ◊; Bottom ◊; Bottom ◊

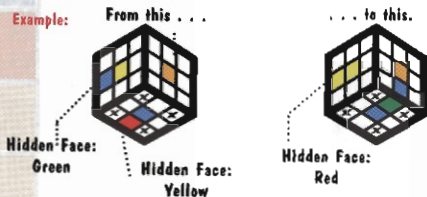
Example:



## Edge Mover #2

Front ◊; Bottom ◊; Front ◊; Bottom ◊; Front ◊;  
 Bottom ◊; Bottom ◊; Front ◊; Bottom ◊; Front ◊;  
 Bottom ◊; Front ◊; Bottom ◊; Bottom ◊

Example:

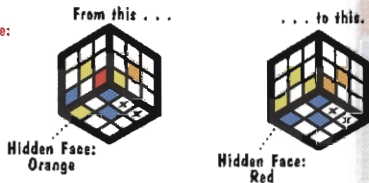


# RUBIK'S Cube Sequences

**Two Corner Swap** (To swap position of two bottom corners.)

Right ◊; Bottom ◊; Right ◊; Front ◊;  
 Bottom ◊; Front ◊; Right ◊; Bottom ◊;  
 Right ◊; Bottom ◊; Bottom ◊

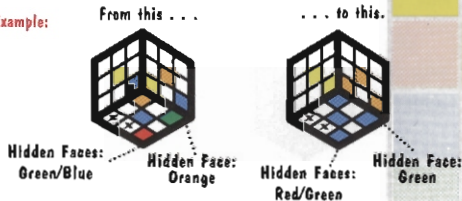
Example:



**Three Corner Shuffle** (To change orientation, but not position, of bottom corners.)

Right ◊; Bottom ◊; Right ◊; Bottom ◊;  
 Right ◊; Bottom ◊; Bottom ◊; Right ◊;  
 Bottom ◊; Bottom ◊

Example:



# RUBIK'S Cube Sequences

Note: Use the following two sequences to help solve the bottom layer of the cube.

## Edge Flipper Left

Left ◁; Right ▷; Front ◊; Left ◁; Right ▷;  
 Bottom ◊; Bottom ◊; Left ◁; Right ▷; Front ◊;  
 Left ◁; Right ▷

Example:

From this . . .



Hidden Face:  
Blue

Hidden Face:  
Blue

. . . to this.



Hidden Face:  
Red

Hidden Face:  
Green

## Edge Flipper Right

Front ◊; Left ◁; Back ◊; Left ◁; Back ◊;  
 Front ◊; Bottom ◊; Back ◊; Bottom ◊; Back ◊

Example:

From this . . .



Hidden Face:  
Blue

Hidden Face:  
Blue

. . . to this.



Hidden Face:  
Red

Hidden Face:  
Green

**RUBIK'S** From OddzOn Products  
 "The World's Best Puzzles!"

**RUBIK'S Cube** is just one of a series of exciting puzzles designed to challenge the mind and capture your imagination. With amazing movement of color and pieces, each puzzle offers an intricate challenge that is hard to put down. And just in case it has you stumped, each puzzle comes with a **Solution Hints Booklet** to help you master the challenge.

Look for these other popular RUBIK'S puzzles. . .

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# RUBIK'S

From OddzOn Products

"The World's Best Puzzles!"

## **RUBIK'S Triamid** – The Pyramid of Puzzling Fun!

A 3D teaser, this colorful puzzle offers hours of fun.

Ten colored crystals and four connecting cubes pop apart and back together again to make multiple patterns but only a single solution. A creative, geometric challenge!

## **RUBIK'S Transformable Snake** –

### **The Twistable Puzzle of Shapes!**

Hundreds of shapes take form with this twistable puzzle challenge. Solutions range from existing shapes and figures to your own creations.

## **RUBIK'S Mini-Cube** – The Not-So-Little Challenge!

Surprisingly challenging at half the size. Still with hundreds of combinations, only one solution.

The most portable of the puzzles!



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