



# Rubik's®

## COACH CUBE



# INSTRUCTION GUIDE



**SOLVE QUICKER WITH STICKERS!**

*A Simplified Process  
For Learning the Rubik's Cube.*

**SCAN HERE TO START YOUR  
CUBING EXPERIENCE.**



*OR VISIT*  
**coach.rubiks.com**

# PEEL AND REVEAL!

Your Cube is covered in black, numbered stickers. During the 8 steps, you'll peel off specific stickers to reveal the colors of the Cube beneath, twisting and turning the faces of the Cube as you solve it.

## WHY THE STICKERS?

The stickers are an important part of how the Rubik's Coach works. When colored tiles are revealed, you'll learn how and where to move them. You'll also learn some special, sequenced moves (known as algorithms) that are an essential part of solving the Rubik's Cube!

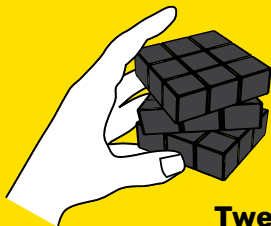


## VIDEO PLAYBOOK

Rubik's video content is designed to enhance your learning experience. Look for the QR code at the beginning of each step as you work through the guide.



Scan QR code or visit [coach.rubiks.com](http://coach.rubiks.com)



## SCRAMBLE

Before you start solving, go ahead and give your Cube a good scramble!

**Twenty random moves will ensure a good mix.**

# 8 STEPS TO SOLVING THE RUBIK'S CUBE

Wait until instructed to Peel!

You'll learn to solve the Rubik's Cube by completing the following steps:

THE DAISY

1



THE YELLOW CROSS

5



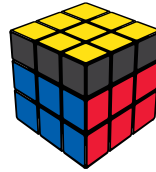
THE WHITE CROSS

2



THE YELLOW FACE

6



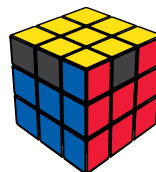
THE WHITE CORNERS

3



THE YELLOW CORNERS

7



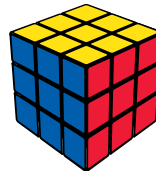
THE MIDDLE LAYER

4



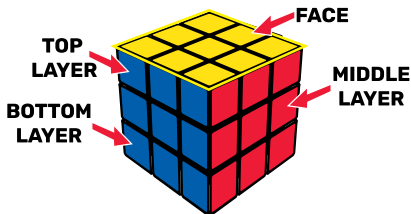
THE YELLOW EDGES

8

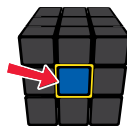


# BUT FIRST, LET'S GET TO KNOW THE RUBIK'S CUBE

**THE CUBE HAS 6 COLORED FACES AND 3 LAYERS...**



**AND IS MADE UP OF 3 TYPES OF PIECES.**



**CENTER PIECES**

1 static tile that does not move and indicates the color of the solved face.



**EDGE PIECES**

2 colors on an edge where 2 faces meet.



**CORNER PIECES**

3 colors on a corner where 3 faces meet.

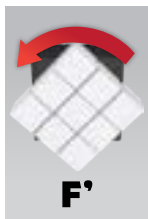
## STANDARD TURNS

One turn is a  $\frac{1}{4}$  rotation clockwise ( $90^\circ$ ).



## COUNTERCLOCKWISE TURNS

A face that should be turned **counterclockwise** will show ['] on the instruction diagram, like this:



## DOUBLE TURNS

A face that should be turned **twice** will show **2 arrows** on the instruction diagram, like this:



# DIAGRAMS: FACES AND TURNS

By turning the faces of the Cube in different directions you're able to move specific tiles into different positions. During the **8 steps** you'll follow turn-by-turn diagrams showing you exactly how to do this. The diagrams look like this:

## FACES

FRONT FACE



F

LEFT FACE



L

RIGHT FACE



R

UPPER FACE



U

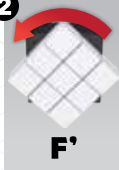
## TURNS

1



F

2



F'

1

Turn **Front Face** clockwise 90°

2

Turn **Front Face** counterclockwise 90°

3

Turn **Right Face** twice (180°)



L



L'



R



R'

3



R2



Try practicing these different turns by reading the diagrams. You can't mess up here, your Cube is already scrambled!



Before you start solving, go ahead and give your Cube a good scramble! Twenty random moves will ensure a good mix.

## STEP 1: the DAISY

**1** Peel **Number 1** stickers to reveal **five** tiles:



Begin by peeling the **Number 1** stickers off. Follow the instructions to complete **The Daisy**. During this step you'll get to know your cube and learn how to move pieces.



Experiment by turning faces and seeing what happens.

Getting stuck?  
Don't forget the  
**Video Playbook!**

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## HOLDING THE CUBE

The yellow center piece should always be on the **Upper Face** as you complete **The Daisy**.



## SOLVE THE FIRST PETAL

The white edge pieces on your cube can be in any one of the positions shown below. To get started, match an edge piece to one of these positions and follow the instructions on how to solve it. When you've solved your first petal, move to **Page 7**.



✓  
**Correct  
Position**



Go to  
**Position 1**



Go to  
**Position 2**



Go to  
**Position 3**



Go to  
**Position 4**



**BOTTOM  
FACE**  
Go to  
**Position 5**

### POSITION 1



**START**



**TURN**



**END**

### POSITION 2



**START**



**TURN**



**END**

### POSITION 3



START



TURN



CHECK



TURN



END

### POSITION 4



START



TURN



CHECK



TURN



END

### POSITION 5



START



TURN



CHECK



When determining the direction of a turn (clockwise or counterclockwise), look directly at the face that's being turned before turning it. Always come back to the front face to complete your move.



Getting the first petal in position is the easy part! Now we need to make sure we don't accidentally move it when we begin to get the other petals in place



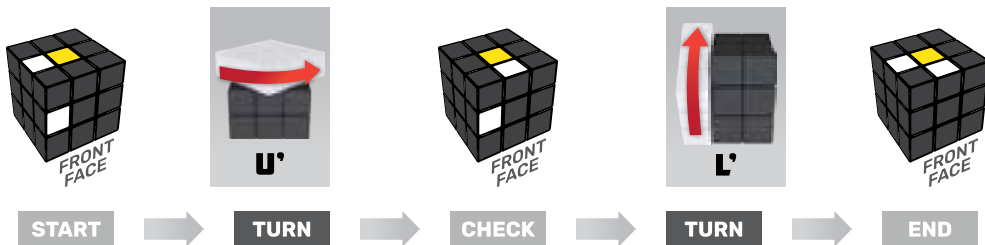


# COMPLETE THE DAISY

It's time to complete the remaining petals! Your cube may not look exactly like these examples, but you can use them as a guide. Be confident in turning faces and experimenting - you can always start again. The more you practice, the better you'll be!

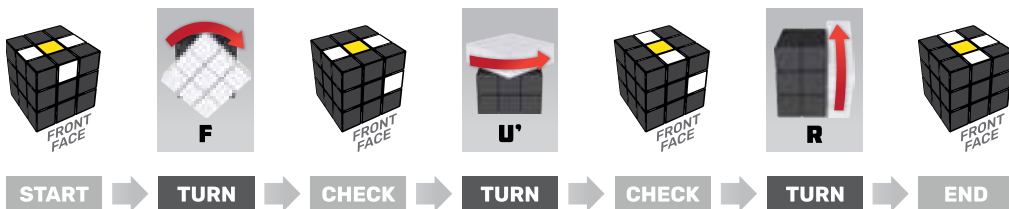
## EXAMPLE 1

In this example, if you turn the **Left Face** counterclockwise to move the petal on the **Front Face** up, you will bump the first petal out of position. Instead, turn the **Upper Face** counterclockwise, so the second petal can move into place.



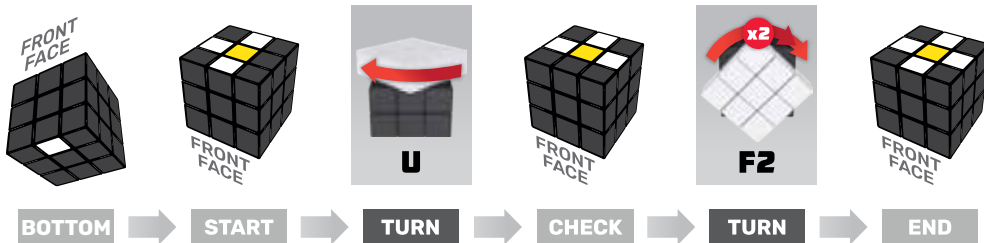
## EXAMPLE 2

Be aware of the positions of your solved petals. As you saw in **Example 1**, you'll turn the **Upper Face** to move the solved petals out of the way, before bringing another petal up.



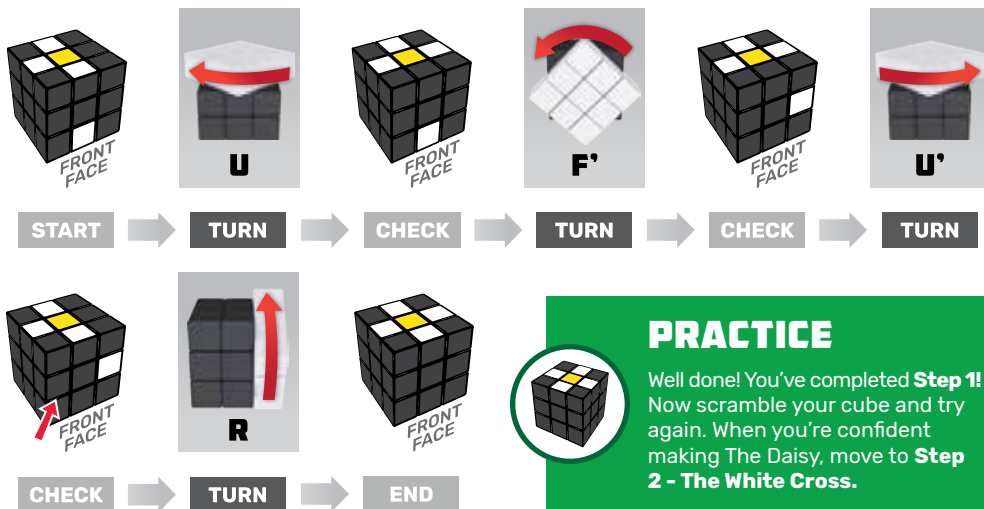
## EXAMPLE 3

If the petal is on the **Bottom Face**, make space on the **top** and turn the **Front Face** twice.



## EXAMPLE 4

It's time for the **Final Petal!** Be careful not to bump the other petals out of position!



## PRACTICE

Well done! You've completed **Step 1!** Now scramble your cube and try again. When you're confident making The Daisy, move to **Step 2 - The White Cross.**

## STEP 2: the WHITE CROSS

Starting with the **Daisy** on top, you'll go through Actions 1 - 3 to complete the **White Cross** on the bottom of the cube.



Getting stuck?  
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Video Playbook!

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2

Peel **Number 2** stickers to reveal **nine tiles**:



The center pieces are very important! They show us what color that face will be when the cube is solved. You'll use the center pieces as guides to correctly place other tiles.

### ACTION 1

Starting with **any of the petals**, line up the **colored edge** of the petal with the **matching center** by rotating the **Upper Face**. The petal edge piece should be over the center piece of the same color.

Once complete, go to **Action 2**.



START



TURN



END

### ACTION 2

Turn the **Front Face** twice to move the petal to the **Bottom Face**, as shown in the **END** state image.

Go to **Action 3** once complete.



START



TURN



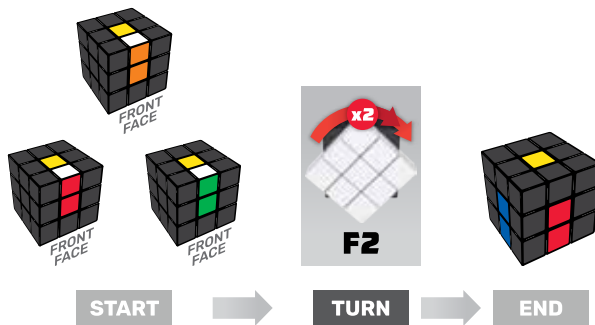
END

## ACTION 3

One edge piece at a time, **repeat Actions 1 and 2** for the remaining petals.

Make sure you're lining up the edge piece with its matching center piece each time!

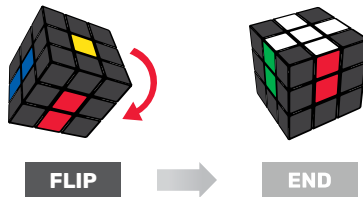
When complete **the Daisy** won't be there anymore, but **the White Cross** on **the Bottom Face** will!



## REVEAL!

When complete, **flip** the Cube over to reveal **the White Cross**!

You'll notice that the edge pieces are matched to the center pieces on each face.



## PRACTICE!

Well done! You've completed **Step 2!**  
Now scramble your Cube and try again. Start with **the Daisy**, then move to **the White Cross**. When you're confident doing both in sequence, move to **Step 3 - the White Corners**.



# STEP 3: the WHITE CORNERS

In this step you'll learn how to use algorithms known as **Triggers** to move tiles on the cube.

An **algorithm** is a series of turns that moves pieces around without undoing pieces you've already solved.

The aim is to complete the bottom **White Layer**.



Getting stuck?  
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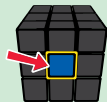


**3**

Peel **Number 3** stickers to reveal **twelve tiles**:



## REMEMBER, THE CUBE IS MADE UP OF THREE PIECES:



### Center Pieces

1 static tile that does not move and indicates the color of the solved face.



### Edge Pieces

2 colors on an edge where 2 faces meet.



### Corner Pieces

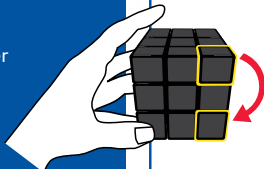
3 colors on a corner where 3 faces meet.

In this step,  
you'll be solving  
the four white  
corner pieces.

## TRIGGER MOVES

Triggers are a sequence of turns that allow you to move corner pieces from the Top Face to the Bottom Face. There are left and right Triggers - you'll use the Right Trigger to move corner pieces on the Right Face, and the Left Trigger to move corner pieces on the Left Face.

*Don't practice these trigger moves until the right time. Your cube will become scrambled, and you might have to start again!*



## RIGHT TRIGGER

For the **Right Trigger**, you'll hold the Cube in your **left hand** and turn the faces, as shown, with your **right hand**.



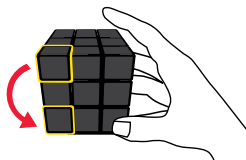
TURN

TURN

TURN

## LEFT TRIGGER

For the **Left Trigger**, you'll hold the cube in your **right hand** and turn the faces, as shown, with your **left hand**.



TURN



TURN



TURN



## GETTING STARTED

**Note:** In these diagrams, the gray pieces are the ones you have already solved.

The goal in Step 3 is to complete the bottom White Layer. It's not just the face that needs to be white – all 4 corners need to be in the correct positions, matching their center piece colors. Let's get started!

With the yellow center on the **Upper Face**, choose a white corner to move into position:



If the white tile is on the left or right side of the Top Layer, go to **Action 1**.



If the white tile is on the **Upper Face**, go to **Action 4**.



If the white tile is on the **Bottom Layer** (including the **Bottom Face**), go to **Action 5**.

## ACTION 1

**Note:** This is one example. Your corner piece might not have green and orange tiles.

Turn the **Upper Face** until the corner colored tile is above the center piece of the same color.



START



TURN



END

START



TURN



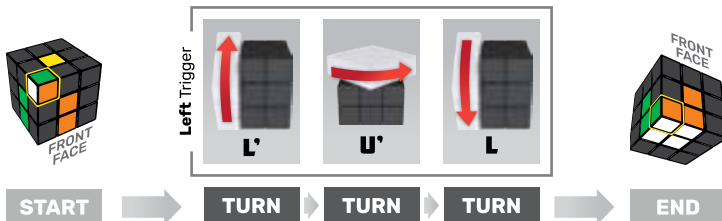
END

If the White tile **ENDS** on the left side, go to **Action 2**.

If the White tile **ENDS** on the right side, go to **Action 3**.

## ACTION 2

If the white tile is on the left side, complete the **Left Trigger** to move it into the correct position.



When this **Action** is completed, go back to the start of **Step 3** to find your next corner piece.

## ACTION 3

If the white tile is on the right, complete the **Right Trigger** to move it into the correct position.

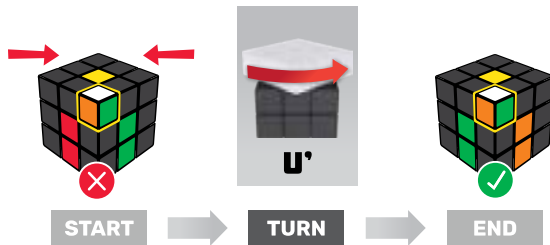


When this **Action** is completed, go back to the start of **Step 3** to find your next corner piece.

## ACTION 4

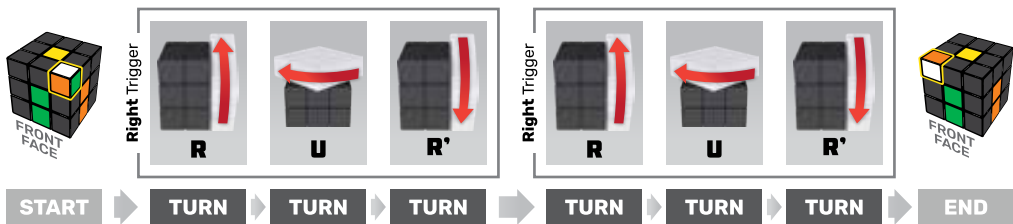
If the white tile is on the **Upper Face**, turn the top layer until the corner colors are between the matching center pieces, as shown.

The colors will be reversed - that's correct!  
**ACTION 4 Continues** on the next page.



## ACTION 4: Continued

Complete the **Right Trigger** twice to move the **white corner tile** onto the **Front Face**, then go back to **Action 1**.



## ACTION 5

If you have a corner in place, but it doesn't match the colors of the center tiles, hold the Cube so the corner is on the **right** side and complete the **Right Trigger**. The corner will move to the **top layer**, so return to **Action 1** to place it into its correct position.



Now that the corner piece is on the **Upper Layer**, return to **Action 1** to place it in its correct position.

## COMPLETE THE CORNERS

Continue doing **Actions 1-5** until all white corners are in the correct positions.



## PRACTICE!

When the white corners are in place, practice by completing either a **Right or Left Trigger** to move a corner to the **top layer**, and then moving it back again.



## STEP 4: the MIDDLE LAYER

4

Peel **Number 4** stickers to reveal eight tiles:

x2

RED

x2

BLUE

x2

GREEN

x2

ORANGE

In this step you're going to solve the middle layer using a series of standard and **Trigger** moves.

You'll start with the yellow center tile on the **Top Face**.



Getting stuck?  
Don't forget the  
**Video Playbook!**

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Remember – the Cube is made up of 3 layers: The top, the middle and the bottom. In this step, we're going to work on the middle layer.



## TRIGGER MOVES

In this step you'll use both Left and Right Triggers.

**Don't practice these trigger moves until the right time.**

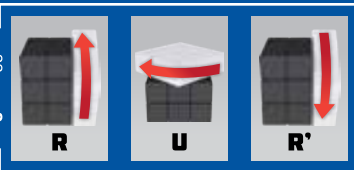
**Your cube will become scrambled, and you might have to start again!**



Left trigger



Right Trigger



## ACTION 1:

Choose an edge piece and turn the **Upper Face** to create a vertical line, matching one of the images on the right. (Pay close attention to the color on the **Upper Face**.)

If you can't match any of these images, go to **Action 5**.



Front Face



Front Face



Front Face



Front Face



Front Face



Front Face



Front Face



Front Face

## ACTION 1: Continued

Determine if your edge piece is moving left or right by looking at the color of its **Upper Face**. If the matching center piece is on the **Left Face**, go to **Action 2**. If it's on the Right Face, go to **Action 3**.



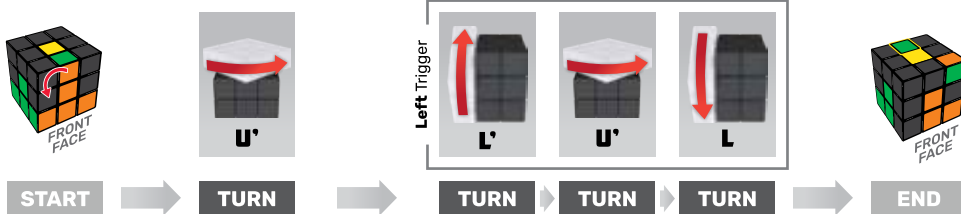
To move **left**, go to **Action 2**.



To move **right**, go to **Action 3**.

## ACTION 2: Moving Left

Turn the **Upper Face** away from the destination face, then complete the **Left Trigger**.



Your cube looks scrambled! Don't worry - simply turn the **Upper Face clockwise** to move the corner into position between the corresponding colors again, ready for a Right Trigger.

Hold the Cube so that white corner piece is now in the top right of the Front face, then perform the Right Trigger.



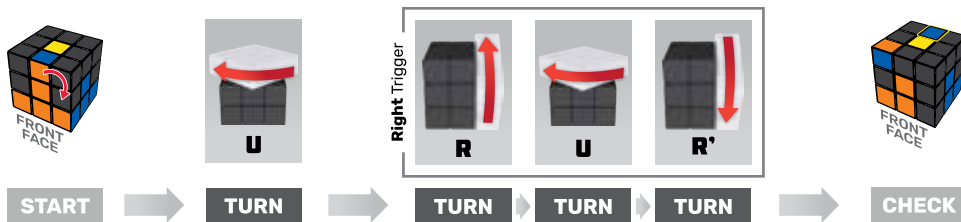
Notice the green corner is now above its matching center piece, and the green center is now the front face.

Complete the **Right Trigger** to move the white corner piece back into position.



## ACTION 3: Moving Right

Turn the **Upper Face** away from the destination face, then complete the **Right Trigger**:



Your Cube looks scrambled!  
Don't worry - turn the **Upper Face counterclockwise** to move the corner back into position between the correct colors, ready for a **Left Trigger**.



**!**  
Notice the blue corner is now above its matching center piece, and the blue center is now the front face.

Complete the **Left Trigger** to move the white corner piece back into position.



## ACTION 4

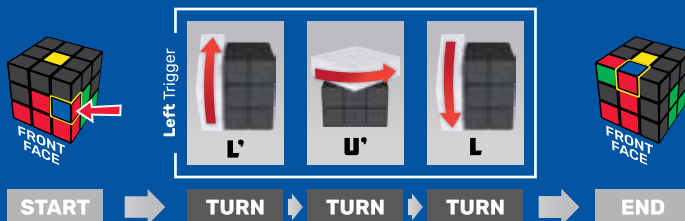
Go back to **Action 1** to solve the remaining edge pieces. If you have no more edge pieces on the **Top Layer**, go to **Action 5**.



## ACTION 5

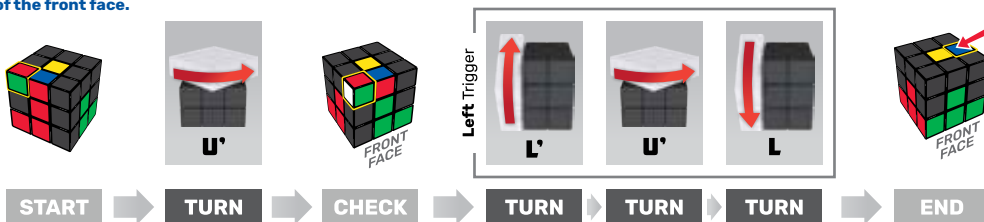
If you have no edge pieces on the **Top Layer**, but the **Middle Layer** is not complete (like the example shown), do the actions below. These are the same moves from Action 3. When you've finished this step, return to **Action 1**.

Move the incorrect edge piece onto the top layer with a **Right Trigger**. When complete, you'll notice the corner has also moved to the **Top Layer**.



Follow the algorithm to the right to replace the corner.

Notice the corner is now in the top-left of the front face.



## PRACTICE!

Practice Step 4 a few times so you're confident in solving the middle layer. Use the Left and Right Triggers to move the middle edges onto the top layer, and then put the corners back into place.



## WHAT IF I MAKE A MISTAKE?

Even the best cubers make mistakes! If you make one, simply go back to Step 1. You'll be surprised how quickly you'll move through the steps after some practice!

# STEP 5: the YELLOW CROSS

In this step you'll learn a new algorithm to solve the **Yellow Cross**.



Getting stuck?  
Don't forget the **Video Playbook!**

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**5**

Peel **Number 5** stickers to reveal four tiles:

**x4**  
YELLOW

## ACTION 1

Hold your Cube so it matches one of the solve stages below. There might be additional yellow pieces on the yellow face - only focus on the pieces that make one of the patterns below.

**Note:**  
Remember that the yellow center should always be your **Upper Face!**

**Stage 1**



**Stage 2**



**Stage 3**



**Stage 4**



If your Cube already matches Stage 4, you're already finished this step! Move ahead to Step 6.

Align your Cube to match one of the Stages above, then complete the algorithm below. Continue moving through the Stages, repositioning the Cube each time to match the diagrams until you have the Yellow Cross. You may need to complete the algorithm up to three times.



**F**

TURN

Right Trigger



**R**

TURN



**U**

TURN



**R'**

TURN



**U'**

TURN



**F'**

TURN

# STEP 6: the YELLOW FACE

6

Peel **Number 6** stickers to reveal **four** tiles:

x4  
YELLOW

In this step you'll learn a new algorithm to move the yellow corners into place.



You may need to do it up to **three times** to complete the yellow face.

Getting stuck?  
Don't forget the  
**Video Playbook!**

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## ACTION 1

Reposition your Cube so it is in the correct orientation each time you begin the algorithm:

If **no** yellow corners are facing **upward**, hold the Cube so you have a yellow corner tile on the **Left Face**, like this:



If **two** yellow corners are facing **upward**, make sure you have a yellow corner tile on the top left of the **Front Face**:



If **one** yellow corner is facing upward, hold the Cube so the corner tile is situated on the left side of the **Upper Face**, like this:



### Complete the Yellow Corners Algorithm:



# STEP 7: the YELLOW CORNERS

In this step you'll learn a new algorithm to position the corners correctly, before moving to the final step.



Getting stuck?  
Don't forget the  
Video Playbook!

Scan here for help



7

Peel **Number 7** stickers  
to reveal eight tiles:



## CORRECT CORNER POSITIONS

When this step is complete, the corners will look like this. If your Cube already looks like these, you can skip this step!



## ACTION 1

If you already have two corner pieces with matching colors on one face, turn the **Upper Face** to position them over the correct center piece.



Once complete, go to **Action 2**.

If you can't get **two corners** to match the centers, like the examples below, **complete the algorithm** in **Action 2**. You'll then have two corner pieces that match to a center piece.



Once you've completed the algorithm, go back to **Action 1** to position your matching corners.

## ACTION 2

Yellow Face up, position your Cube with the correct matching corners on the **Right Face**, like the **Start** example below. Complete the algorithm:



TURN



TURN



TURN



TURN



TURN



TURN



TURN



TURN



TURN

You may need to do the algorithm **twice** to position the corners correctly.

## ACTION 3

Turn the **Upper Face** to match all your corners. If your corners aren't all correct, repeat **Actions 1 and 2**. (Place the two correct corners on the **Right Face** and complete the algorithm.) When complete, check your corners!



## PRACTICE!

Complete the algorithm again to reset this step so you can practice.





## STEP 8 : the YELLOW EDGES



Peel **Number 8** stickers to reveal **four tiles**:



You've nearly solved your Rubik's Cube!

In this final step, you're going to learn one last algorithm to move the yellow edges into the correct positions.



Getting stuck?  
Don't forget the  
**Video Playbook!**

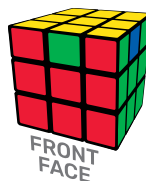
Scan here for help



### HOLDING YOUR RUBIK'S CUBE

If one face is a solid color (not yellow), hold your Cube with that solid face to the back, yellow face up.

If no face (other than the yellow one) is solid, you can hold it with **any** face to the back - just make sure the **yellow face is up!**

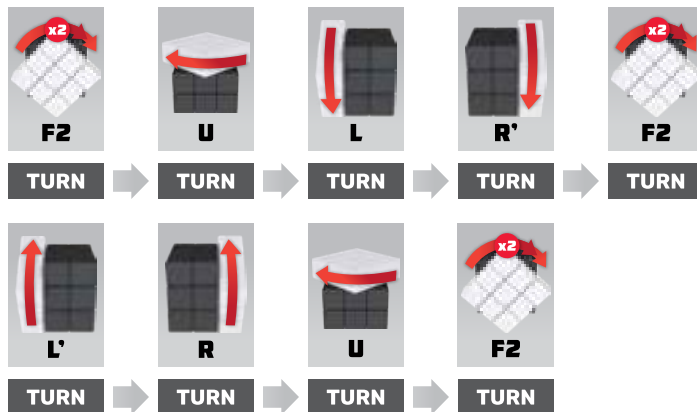


### ACTION 1

Complete the following algorithm to solve your Cube!

If it's not solved after the first time, you should place the completed face at the **back** and repeat the algorithm.

You may need to do it twice.





# CONGRATULATIONS!

**You've solved the Rubik's Cube!**

You've done something pretty amazing! Now it's time to practice without the stickers. You can use the guide on the following pages as a quick reference for each of the 8 Steps.

Check out Rubik's online for more tips and tricks, and meet the community at [www.rubiks.com](http://www.rubiks.com)

**WELCOME TO THE WONDERFUL WORLD OF RUBIK'S!**



# QUICK REFERENCE GUIDE

Use this guide as a quick reminder of each step as you practice solving your Rubik's Cube.



## STEP 1 - the DAISY

When moving petals into place, remember to turn the **Upper Face** so you don't bump already-solved petals out of position!



## STEP 2 - the WHITE CROSS

1. Turn the **Upper Face** to match the edge piece with its corresponding center piece.
2. Turn the **Front Face** twice to move the petal to the **Bottom Face**. Repeat until complete!



## STEP 3 - the WHITE CORNERS

1. Turn the **Upper Face** to position your **corner piece** between the correct color sides.



Left Trigger



Right Trigger

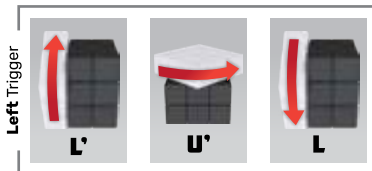


## STEP 4 - the MIDDLE LAYER

1. Turn the **Upper Face** until one **edge piece** is over the correct center piece.
2. Move the edge piece **left or right** by completing the **algorithm** shown.
3. Replace the white corner with a standard **Left or Right Trigger**.
4. Repeat until all edge pieces are in place.



**Moving the Edge Piece Left:**



**Moving the Edge Piece Right:**



## STEP 5 - the YELLOW CROSS

1. Hold your Cube to match one of the stages at right.
2. Complete the algorithm to build the **yellow cross** stage by stage.

**Stage 1**



**Stage 2**



**Stage 3**



**Stage 4**



# QUICK REFERENCE GUIDE

## STEP 6 - the YELLOW FACE

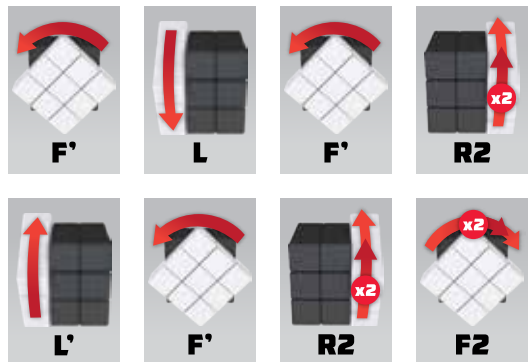
1. Hold your Cube so it matches one of the examples, and complete the algorithm.

Remember to reposition your Cube between each algorithm.



## STEP 7 - the YELLOW CORNERS

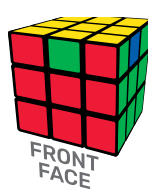
1. If you have **two corner pieces** of the same color on the same face, turn the **Upper Face** until they are over the correct center piece.
2. Hold the Cube so the correct corner pieces are on the **Right Face** and complete the algorithm.



If **no corner pieces match**, complete the algorithm to move them into place and begin **Step 7** again.

## STEP 8 - the YELLOW EDGES

1. Hold your Rubik's Cube so that one **solid face** is at the **back**, and the **yellow face is up**.



If no face (other than the yellow one) is a solid color, you can start in any orientation but the **yellow face must be up**.

2. Complete the algorithm to solve your Rubik's Cube!  
You may need to do it twice.



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