Guillaume Naudin's Beginner Speedcubing Guide

Inspired by Andy Klise & Jasmine Lee

First Layer Edges (Cross)

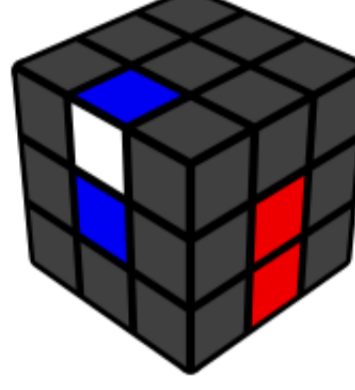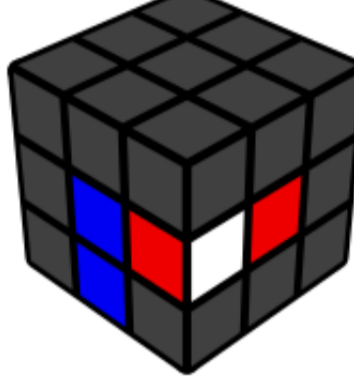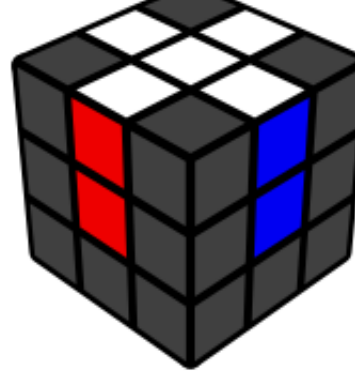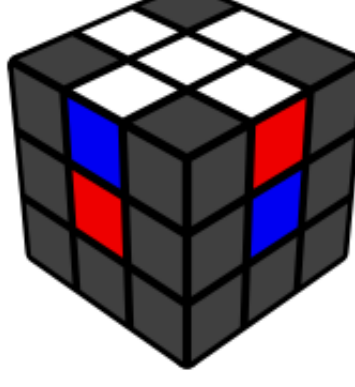The first step consists in correctly positioning the 4 white edges around the white center piece, to create a cross.
I highly recommend doing the cross on the bottom so that you can have a better look ahead and avoid cube rotations.

R2	F U F R'	
D R' D'	F R2 D	
U' R' F R	u' R u	
Solved	Unsolved	

First Layer Corners

The second step consists in solving the corners of the first layer. There are 3 basic cases to insert corners.
Note that if a corner is misoriented or stuck in a wrong slot, you can take it out using (R U R').

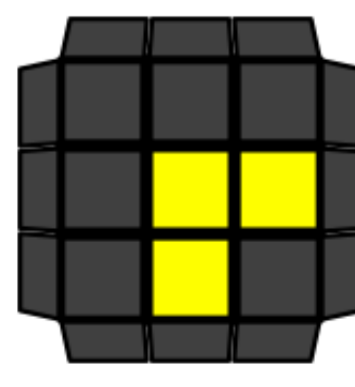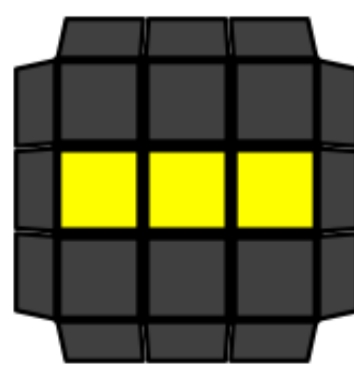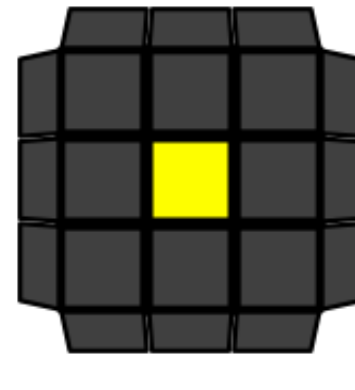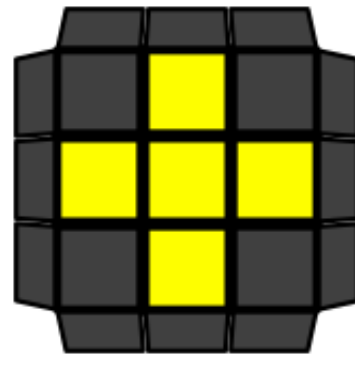|	
R U R'	U R U' R'
(R U2 R') U' (R U R')	Solved

Middle Layer Edges

The third step is to solve the edges of the middle layer.
If an edge piece is misoriented or stuck in the wrong slot, you can take it out using (R U R' U') (F' U' F).

U' F' (R U R' U') R' F R	U R U' R' F (R' F' R)
R' F' R U (R U' R') F	U (R U' R' U') y' (R' U R)

Last Layer Edge Orientation

This step consists in correctly orienting the 4 yellow edges around the yellow center piece, to create a cross on the top.
Note that the "Dot Case" where no yellow edges are oriented is a combination of the two previous algorithm.

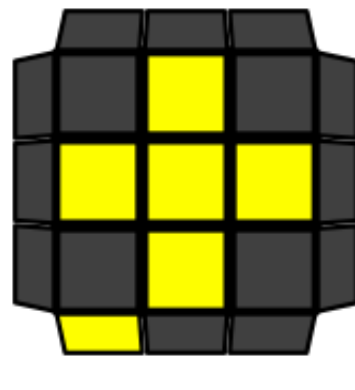|	
f (R U R' U') f'	F (R U R' U') F'
F (R U R' U') F' f (R U R' U') f'	Solved

Last Layer Corner Orientation

Check how many of your corners are oriented, and hold the cube in the positions specified below, before performing the corner orientation algorithm. Sometimes, you have to execute 2 algorithms to orient all the yellow corners.
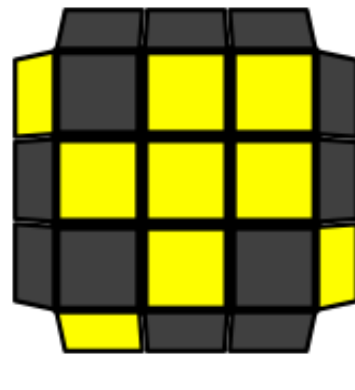
0 Corner Oriented	**2 Corner Oriented**
(R U R' U) (R U2' R')	(R U R' U) (R U2' R')
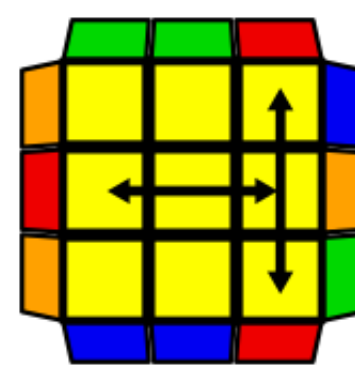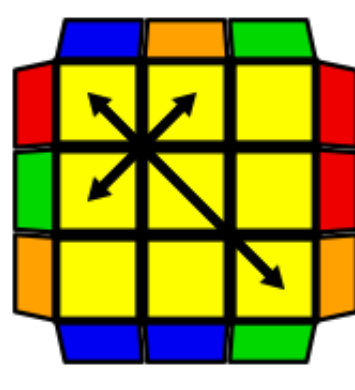
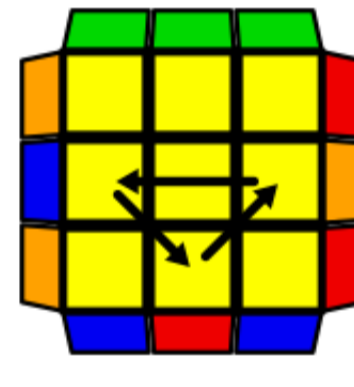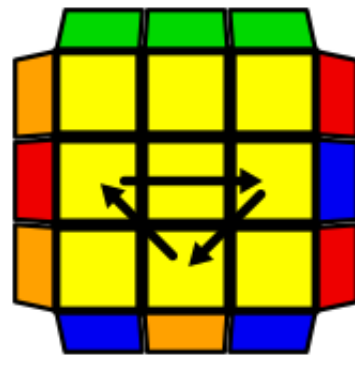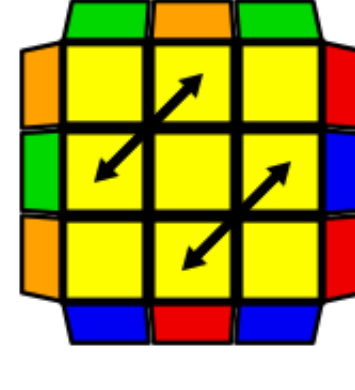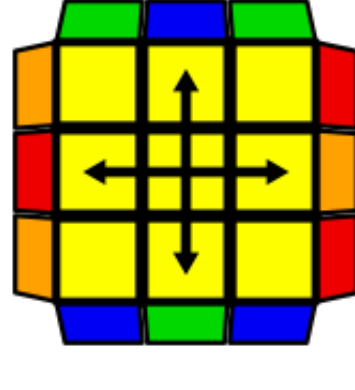| **1 Corner Oriented**	
(R U R' U) (R U2' R')	R U2 (R' U' R U' R')

Last Layer Corner Permutation

This step consists in permuting the top yellow corners if needed to make sure the corners' colors correspond to the center pieces' colors. Note that these algorithms also affect the edge permutation.
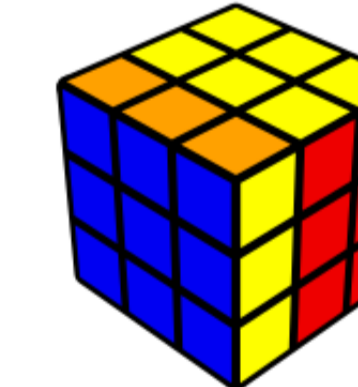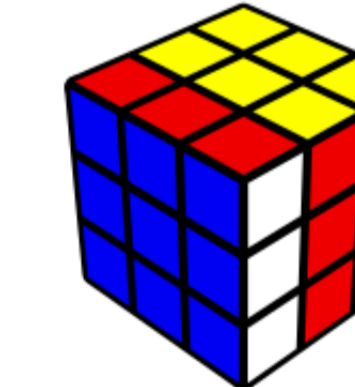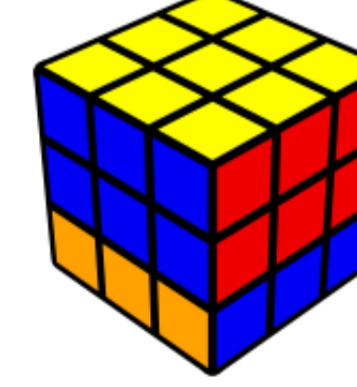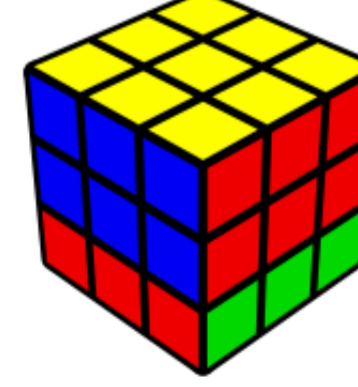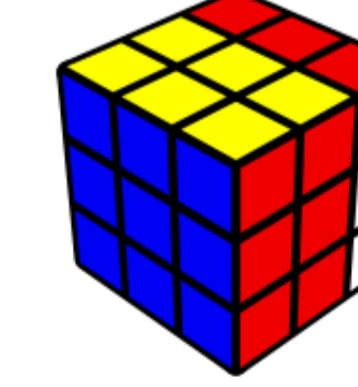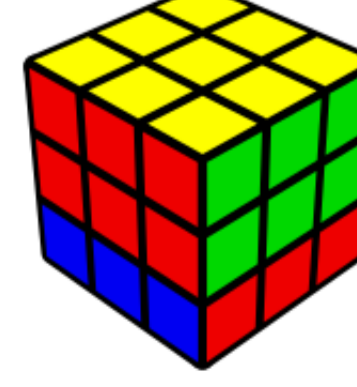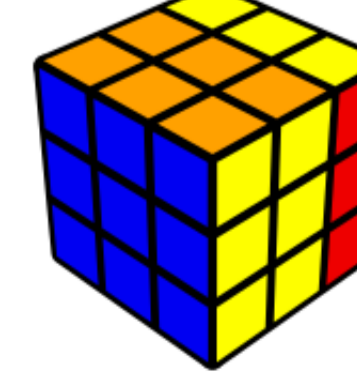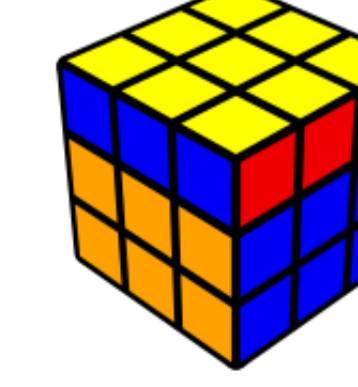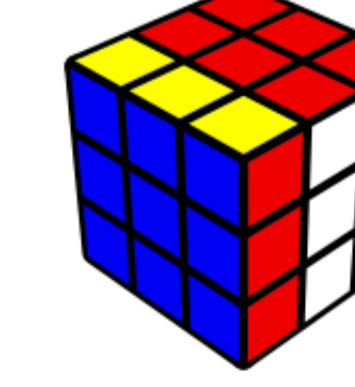
(R U R' U') (R' F R2 U') R' U' (R U R' F')	F (R U' R' U') (R U R' F') (R U R' U') (R' F R F')

Last Layer Edge Permutation

This last step consists in permuting the top yellow edges if needed to make sure the edges' colors correspond to the center pieces' colors.

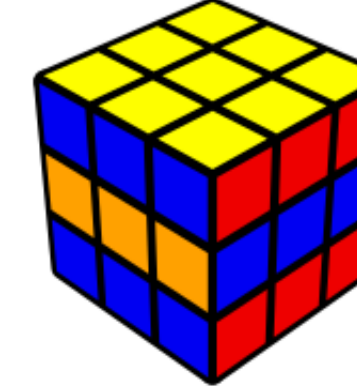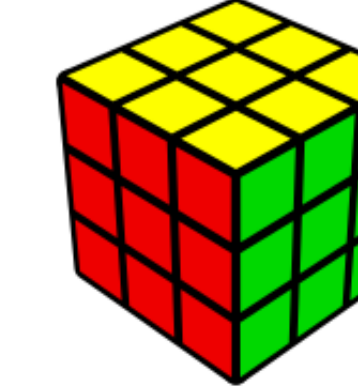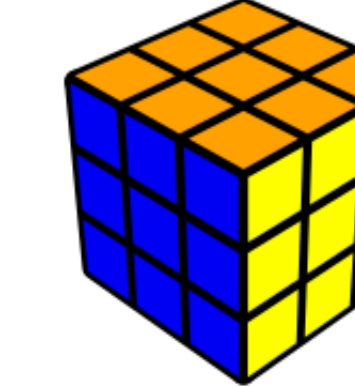|	
(R U' R U) R U (R U' R' U') R2	R2' U (R U R' U') R3 U' (R' U R')
(M' U') (M2' U' M2' U') (M' U2 M2') [U] U (R' U' R U') (R U R U') (R' U R U) R2 U' R' [U]	(M2' U' M2') U2' (M2' U' M2')

Notations

R	R'	U	U'	F	F'
L	L'	D	D'	B	B'
r	u	f	l	d	b
M	S	E	x	y	z