



左手握法 The left-hand grip

Diagram illustrating the finger placement for the 2x2x2 cube:

- 右中指 (right middle finger)
- 左中指 (left middle finger)
- 右无名指 (right ring finger)
- 左无名指 (left ring finger)

The diagram shows a 2x2x2 cube with a blue top face and yellow side faces. Red dots are placed on the front face to indicate finger positions. A blue arrow points to a photograph of hands holding the cube, demonstrating the correct grip.

左拇指 left thumb

右拇指 right thumb



The diagram shows a 3x3 Rubik's cube with the left thumb on the left face and the right thumb on the right face. A blue arrow points from the diagram to a photo of hands performing the move.

U' / U / U2

Case①
左公式
Left

Case②
右公式
Right

Case③
3次(右公式)
(Right) x3

依次复原
4个白色角块
Solve all 4
white corner
pieces

温馨提示 Tips:

若顶层没有白色角块,则将未复原的底层白色角块放在右边,执行一次右手公式,将白色角块移动至顶层。

If there are no white corner pieces in the top layer, put the unsolved corner piece in the bottom layer to your right hand. Then execute the Right algorithm 1 time, it will be placed in the top layer.

Case 1
 (右公式) Right
 转动整个魔方 Rotate the cube
 (左公式) Left

Case 2
 (左公式) Left
 转动整个魔方 Rotate the cube
 (右公式) Right

Case 1 该顶层棱块需要移至中层右侧。
 The top edge will move to the right of middle layer.

Case 2 该顶层棱块需要移至中层左侧。
 The top edge will move to the left of middle layer.

依次复原 4 个中层棱块
 Solve all 4 non-yellow edge pieces

右公式 - 左公式
Right - Left

魔方块件名称 | Pieces

The diagram illustrates the three types of pieces in a Rubik's Cube:

- Center pieces (中心块):** A single cube with one colored face (red) and five gray faces.
- Edge pieces (棱块):** A cube with two colored faces (red and blue) and four gray faces.
- Corner pieces (角块):** A cube with three colored faces (red, blue, and yellow) and three gray faces.

The diagram illustrates the eight basic moves of a 3x3 Rubik's cube, arranged in three rows. Each move is represented by a 3x3 cube with a red arrow indicating the direction of rotation.

- Row 1:**
 - L:** Left face, counter-clockwise rotation.
 - R:** Right face, clockwise rotation.
 - F:** Front face, clockwise rotation.
 - U:** Up face, counter-clockwise rotation.
- Row 2:**
 - L':** Left face, clockwise rotation.
 - R':** Right face, counter-clockwise rotation.
 - F':** Front face, counter-clockwise rotation.
 - U':** Up face, clockwise rotation.
- Row 3:**
 - D:** Down face, clockwise rotation.

- ## 基础公式 | Basic Algorithm

右握 Right Grip

左手基础公式(简称左公式) $\rightarrow (U' L' U L)$
(记忆口诀:右上左下)

Left hand algorithm Left $\rightarrow (U' L' U L)$
(rotation:right-up-left-down)

左握 Left Grip

右手基础公式(简称 **右公式**) $\rightarrow (U R U' R')$
(记忆口诀:左上右下)

Right hand algorithm **Right** $\rightarrow (U R U' R')$
(rotation: left-up-right-down)

The $()$ in the algorithm only contributes with better fingertricks, and helps with the memorization, which will not affect the rotation of the algorithm.

复原白色小花
Build a daisy

复原白色十字
Build a white cross

复原白色层
Solve the white layer

复原中层
Solve the middle layer

复原黄色十字
Build a yellow cross

复原黄色面
Solve the yellow side

复原黄色角块
Solve the yellow corners

复原黄色棱块(魔方复原)
Solve the yellow edges (and the cube)

Place the yellow side on the bottom layer and then choose another side to face yourself (the red side is taken as an example). Rotate the bottom layer to make the lower right corner as shown below. Execute the algorithms below to solve it.

Case① 2次 (右公式) $\times 2$

转动底层 (D), 重复执行公式。

Rotate the bottom layer and repeat algorithms according to Case1 or Case 2.

Case② 4次 (右公式) $\times 4$

依次复原4个黄色角块黄色面。

Solve all the yellow sides of 4 corner pieces.

Case① 黄色角块黄色面在正面。
The yellow side of corner piece is on the front.

Case② 黄色角块黄色面在侧面。
The yellow side of corner piece is on the side.

温馨提示 Tips:
 复原过程中,魔方已复原的前两层会被打乱,当黄色底面复原后,前两层也会自动复原。
 During the solving process, the first two layers of the cube will be disturbed. When the Yellow side is solved, the first two layers will also be solved automatically.

目标状态:
Target:

整个复原过程保持白色中心块朝下。
Put the white side at the bottom during solving.

The diagram illustrates three cases for moving a white edge to the top layer of a 3x3x3 cube, using a sequence of moves (R, R', F, F').

- Case ①: White edge in the top layer**
 White edge in the top layer
 This case shows a sequence of moves: R' followed by F' . The initial state shows a white edge in the top layer. The final state shows the white edge moved to the top layer.
- Case ②: White edge in the middle layer**
 White edge in the middle layer
 This case shows a sequence of moves: F' followed by R . The initial state shows a white edge in the middle layer. The final state shows the white edge moved to the top layer.
- Case ③: White edge in the bottom layer**
 White edge in the bottom layer
 This case shows a sequence of moves: R followed by R . The initial state shows a white edge in the bottom layer. The final state shows the white edge moved to the top layer.

温馨提示 Tips:

若顶层目标位置已是白色棱块, 先移开, 再分情况操作。
 If there's already a white edge in target position,
 rotate the upper face to create space.



* 按以上方法依次复原 4 个白色棱块, 白色小花复原成功!
 * Solve all 4 white edge pieces to build the daisy.

Find the corners with the same color on the side by turning the top layer, then rotate the cube to place that side on the bottom layer and the yellow side facing to yourself. Execute the algorithm till all the corners are placed correctly.

转动整个魔方
Rotate the cube

$U'/U/u2$

” (R U' R) D2 (R' U R) D2 R2 ”

* 如各角块侧面颜色都不一样，先执行一次公式再寻找合适的角块。
* If none of the corners are placed correctly, do the algorithm 1 time to look for the correct corner.

① 转动顶层，使顶层角块侧面颜色与下两层颜色一致。
Turn the top layer to align the side color with below layers.

For each white edge, align the side color with the center color and rotate 180° .
(Take white blue edge as an example)

依次复原4个白色棱块
Solve all 4 white edge pieces



*按以上方法依次复原4个白色棱块，白色十字复原成功！
* Solve all 4 white edge pieces to build the white cross.

 $(R \cup R') \cap (U \cap U') = (R \cap U) \cup (R' \cap U')$

* 如没有已复原的面，则先操作一次公式，复原其中一面。
 *If none of the sides are solved, do the algorithm at random position once to solve one side.

温馨提示 Tips:
公式中的 (UR) (UR) 可写作 (UR)²。
The (UR)(UR) can be written as (UR)² in the algorithm above.

视频教程 Video Instruction




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