

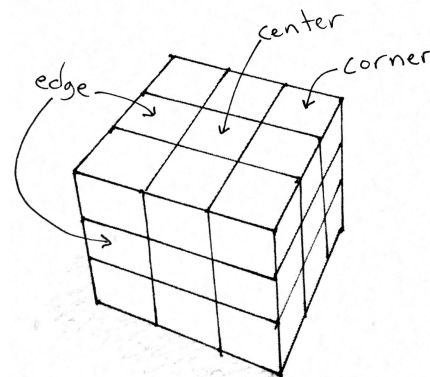
Solving Rubik's Cubes: All Corners Last (ACL method)

Greg Briggs and Jay Gairson, May 2017 - Printable PDF File

Rubik's cube solutions require technique. This "all corners last" or ACL approach has slightly more problem solving left to you and slightly less memorization than other methods.

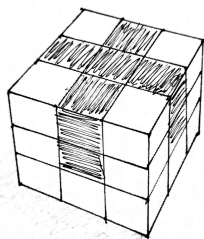
Here's a few basics to keep in mind:

- Centers are already solved! You will never twist the center layers. Locate the white and yellow centers on your cube. These are going to be the white and yellow sides.
- You will be working from the white side towards the yellow side.
- The cube is made of plastic blocks, each block has either three colors (corner blocks) or two colors (edge blocks)



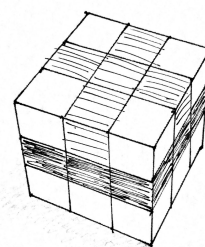
Part 1: First Two Layers of the Cube

For this section, think of the yellow side as a "work area" that's OK to scramble and the white side as a "done" area which you should not twist. When solving the cube, you will choose a target block to move into a chosen destination, to do this you will: move the target block into the work area, bring the destination spot into the work area, twist the work area to bring the target into the destination, and then rotate the destination back into place.

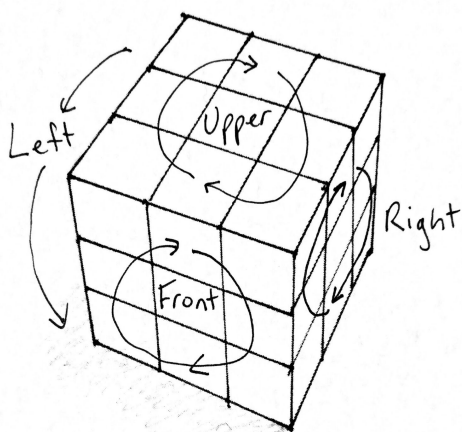


1.1 Solve a white cross (plus sign). The white edges must also match the centers on the sides of the cube.

1.2 Solve the edges of the middle layer. Use the technique mentioned above, but do not break your white cross.



Part 2: Advanced Moves



Definitions:

F = twist Front face clockwise

U = twist Upper face clockwise

R = twist Right face clockwise

L = twist Left face clockwise

If the letter is marked prime, turn counterclockwise instead. So **F'** means Front counterclockwise, which can be spoken as "un-front". Another example, **U R'** means Upper clockwise then Right side counterclockwise, spoken as "upper un-right".

