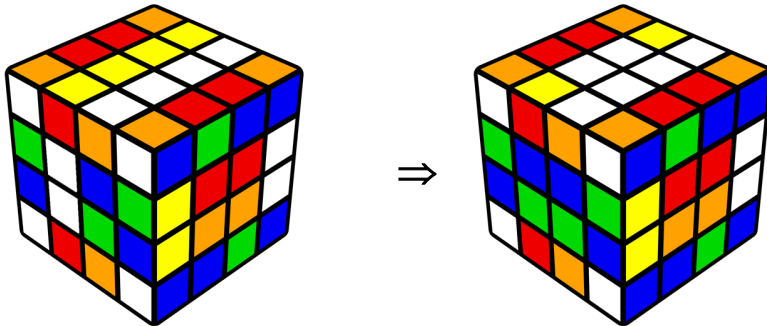


4x4 Rubik's cube solution (beginner's method)

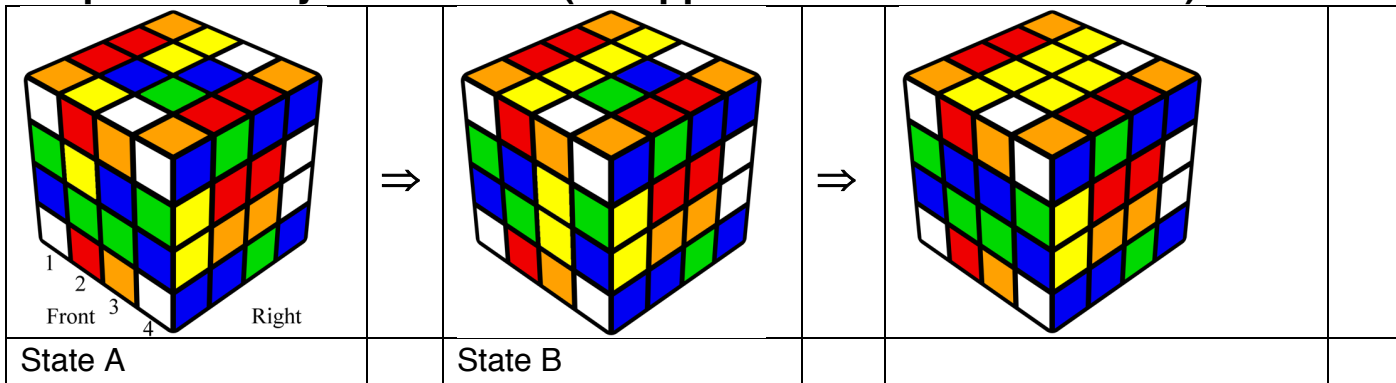
See CubeSkills beginner method for notation and additional notes

Step 1 – Build white center (4 pieces):



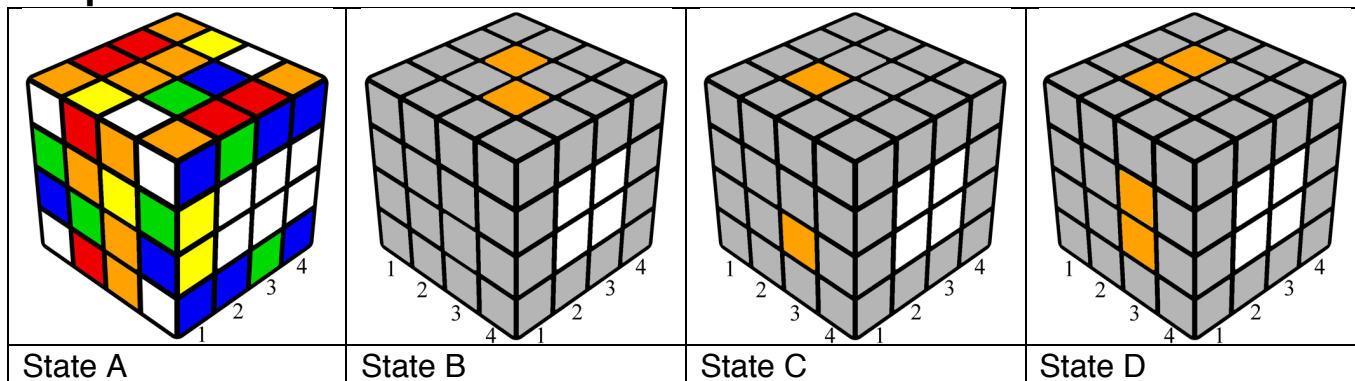
- Build white center by forming 2 sets of 2 white lines (center pieces) on different faces, then combine.

Step 2 – Build yellow center (on opposite side of white center):



- Create line from State A:
 - **Lw' U Lw**
 - **Lw'** (brings yellow piece from front face to top)
NB. Also disrupts white layer
 - **U** (reorients yellow piece)
 - **Lw** (creates yellow line & restores white center)
- Combine 2 lines to build yellow center: **U Rw U2 Rw'**
 - If State B:
 - **U** (get 2 yellow lines into the same plane, F3)
 - **Rw** (replace yellow line on Top with line on Front)
 - **U2** (move yellow line on Top to F2 column; this disrupts white center)
 - **Rw'** (build yellow center and restore white center)

Step 3 – Build center # 3

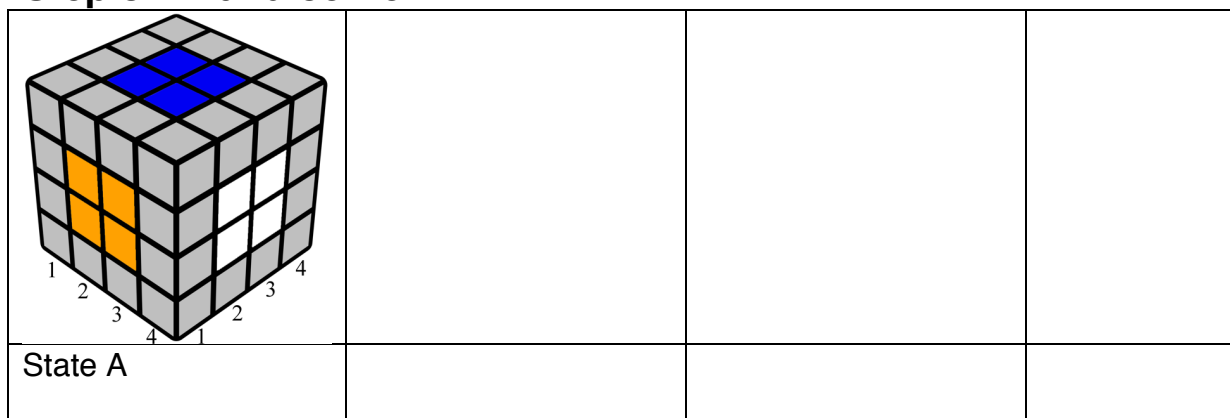


Orientation: Hold yellow center on left, white center on right.

Moves: no moves will be necessary that disrupt yellow & white centers

- Build orange center (in this example. NB. can choose any color)
- If State A: **Rw' U' Rw**
 - Move cube so face with diagonal orange pieces is on top (State B)
 - **Rw'** (hides column 3 (F3) orange piece in front)
 - **U'** (moves orange piece on top to R2 plane => State C)
 - **Rw** (pair 2 orange pieces together)
- Bring face with newly created orange line to front, and combine lines

Step 3 – Build center # 4



Orientation: Hold yellow center on left, white center on right.

NB. • Choose either blue or green (i.e. adjacent color to orange (from 3x3))

- Make sure chosen color (blue or green) is in correct orientation (*c.f.* 3x3)

NB. To flip edge:

R U R' F R' F' R

References

cubeskills.com/uploads/pdf/tutorials/beginners-method-for-solving-the-4x4-cube.pdf