

# Overview-of-Four-Rubik's-Cube-Solution-Methods

## A. **The Simple Minded Method.** Uses 4 Transforms.

Place Corners; Twist Corners; Place Edges; Flip Edges.

1. Two Corner Swap: **UR \*7.5** {disturbs edges, centres}
2. Two Corner Twist: **FR' F'U' R' UL U' RUF RF'L'**
3. Two Edge Swap: **U2R2 \*3** {also swaps a helper edge-pair}
4. Two Edge Flip: **UF' UF RBL U'FU'F' L'B'R'**

## B. **The Elegant Method.** Uses 3 Transforms.

Do White corners intuitively; place Yellow corners; twist Y corners; do Edges.

1. Two Corner Swap: **UR \*7.5**
2. Three Corner Twist: **U[r] \*12**
3. Two Edge Swap (& Flip): **U2R2 \*3**

## C. **The Minimalist Method.** Uses 2 Transforms.

Do White corners intuitively; place **and twist** Yellow corners; do Edges.

1. Two Corner Swap (& Twist): **F2U2[r] UR \*7.5 B2R2**
2. Two Edge Swap (& Flip): **U2R2 \*3**

## D. **The Superhuman Method.** Uses 1 Transform.

Apply the correct sequence of 20 Face-Turns. Utterly Impractical!