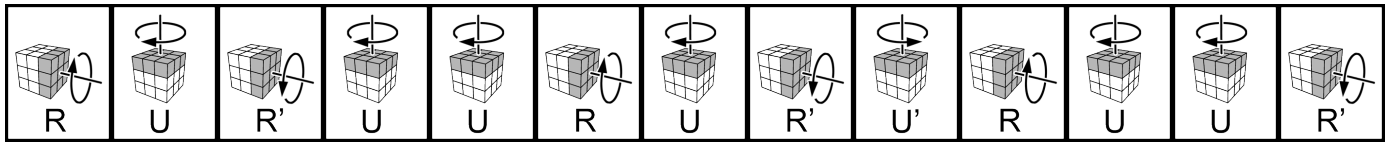
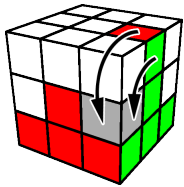


MTH 105 – Rubik’s Cube Algorithms – Part II

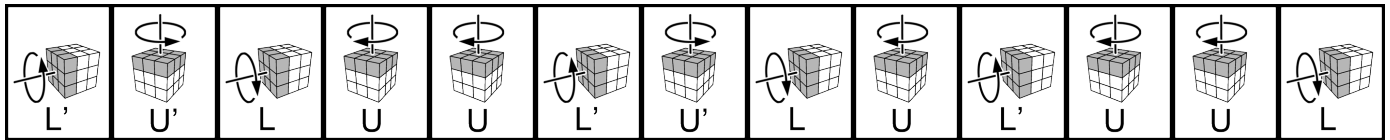
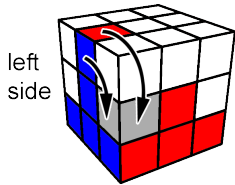
II. Solving the 2nd Layer.

- Now orient the cube so that the solved side is on bottom. So the lower layer is now solved. We will solve the second layer.
- Look for an edge cubie in the top layer that needs to be moved into the second layer. Orient it so that one of the following algorithms will solve it. If all target edges are in the second layer and oriented incorrectly, use one of the following algorithms to swap it out with any edge in the top layer. Then turn the top layer until one of the following algorithms can solve it.

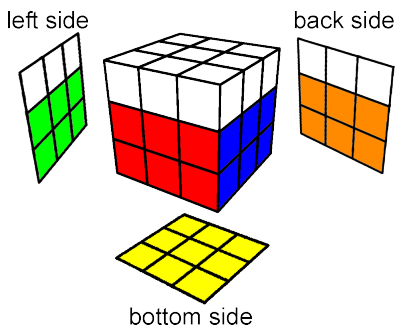
a) Move an edge cubie down from the right side:



b) Move an edge cubie down from the left side:



- Now your second layer is solved and your cube should look like the following.



(Note that your colors may be different than the above depending on the order you solve them in and the style/color-scheme of your cube.)