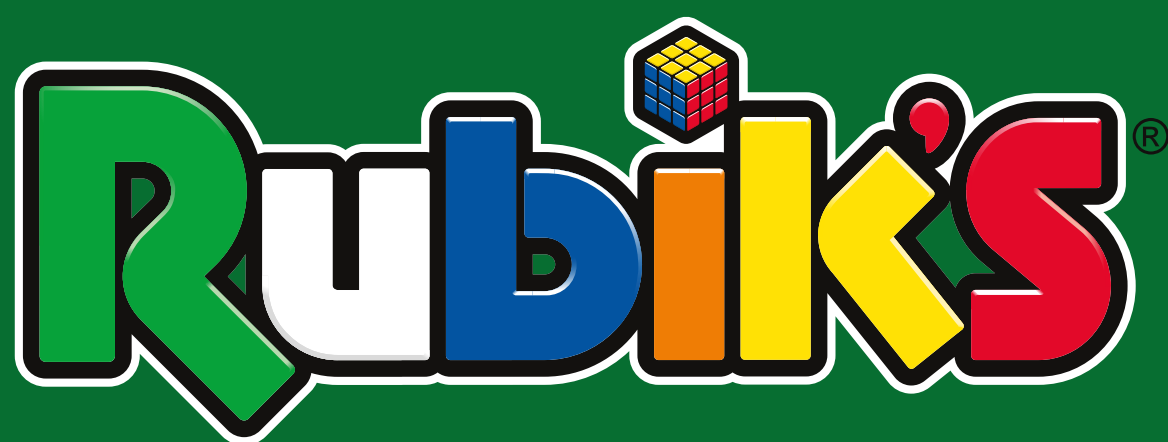
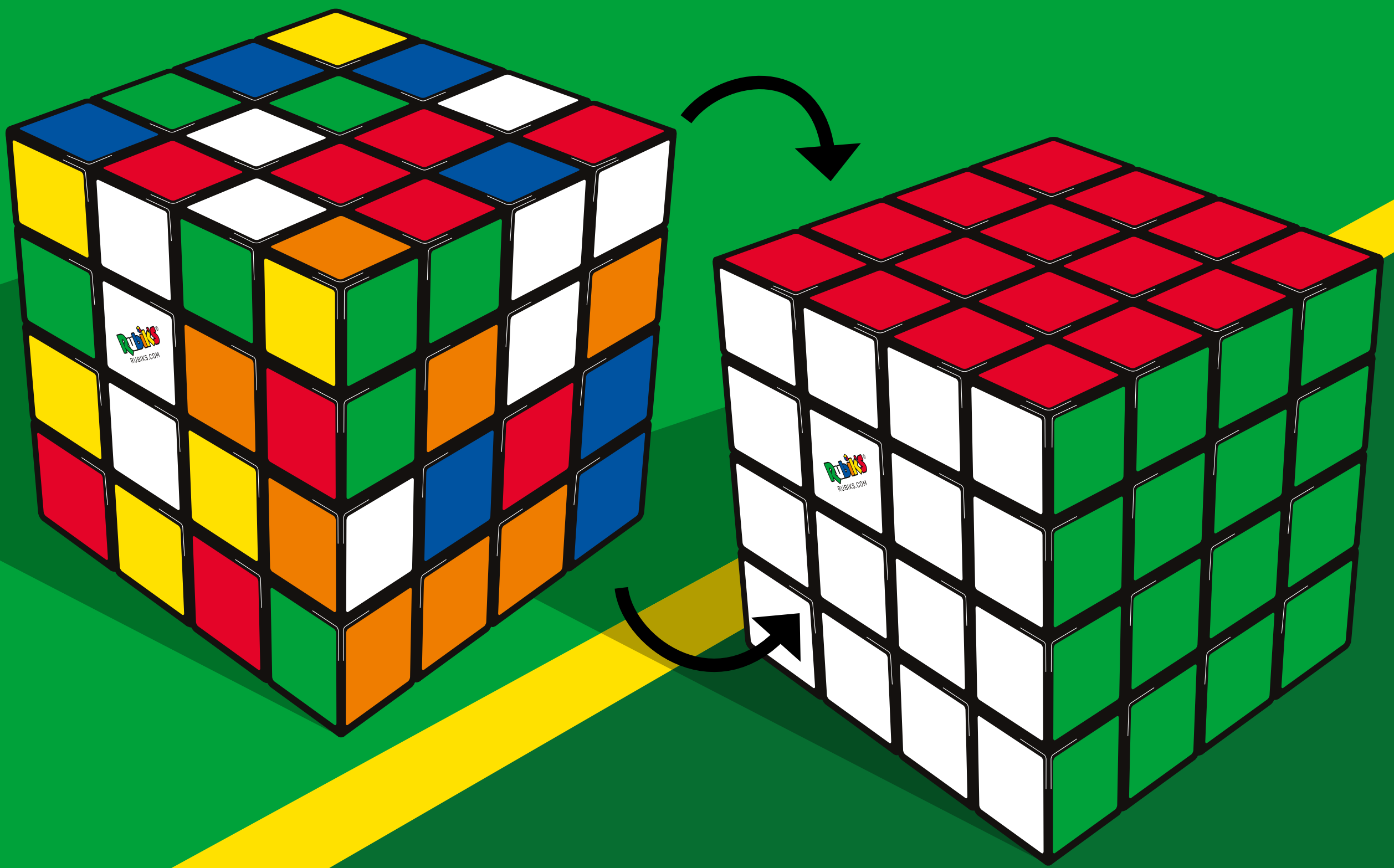




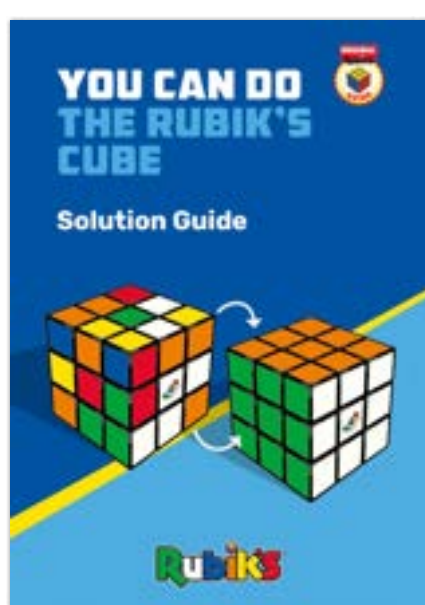
# YOU CAN DO THE RUBIK'S MASTER

## Solution Guide

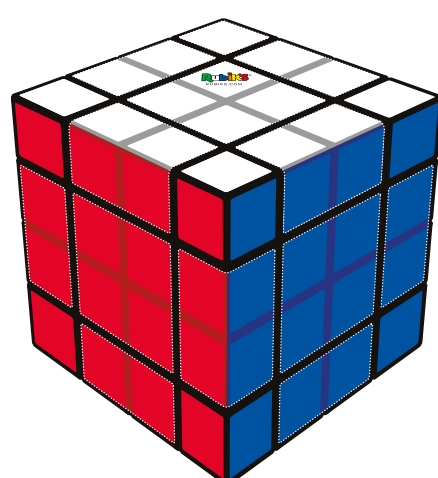


## HOW TO USE THIS GUIDE

- Before learning to solve the Rubik's Master, you should be proficient at solving the Rubik's Cube (original 3x3). Throughout this guide please reference the Rubik's Cube (3x3) guide.



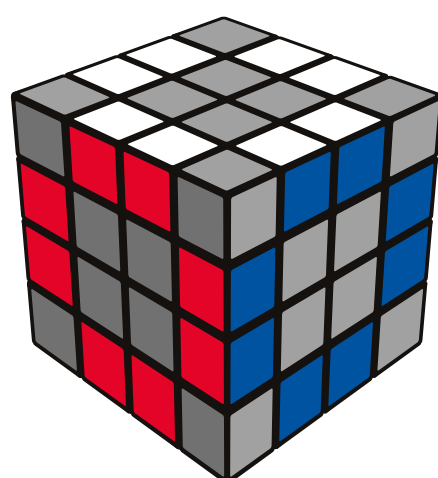
- Once you group the centers and pair the edges, you will be solving the Rubik's Master like the Rubik's Cube using the layered method. After you learn this method, you can add speed cubing moves when you are ready.



- Throughout the guide you will see this symbol to indicate helpful tips. Take the time to read the tips closely.



- The gray areas on the Rubik's Master mean that at the stage you are working on, the color of the gray pieces doesn't matter.



## **TIPS FOR SUCCESS**

- Mindset is critical - learning to solve the Rubik's Master is difficult but if you persevere, you CAN solve the Rubik's Master.
- Keep the Rubik's Master on a table to maintain the same front face for an entire algorithm (sequence of moves).
- Think of the algorithms as moving a piece out of the way, setting up its correct position, and then moving the piece into place.
- Solve one step at a time by re-scrambling your Rubik's Master and practicing multiple times before moving on to the next step.
- Use this guide along with the videos on [Rubiks.com](https://www.rubiks.com) showing each solving stage.

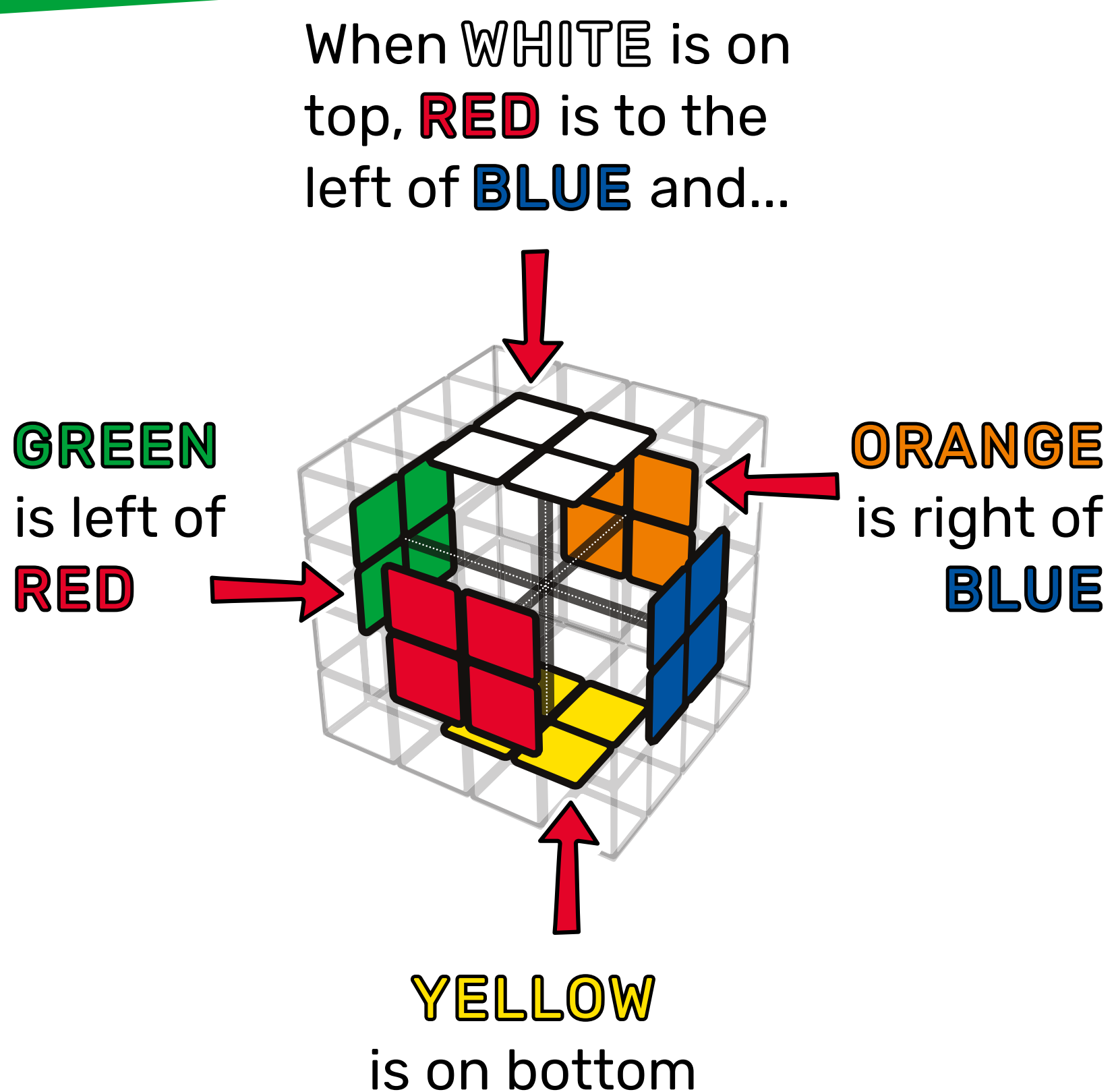
# GET TO KNOW YOUR RUBIK'S MASTER

- Like the Rubik's Cube, the Rubik's Master is made up of edge, corner, and center pieces.
- Both puzzles have 8 corner pieces, however the Rubik's Master has 24 center pieces instead of 6, and 24 edge pieces instead of 12.
- Unlike the Rubik's Cube, there is not a fixed center piece to indicate the color of each face when the Rubik's Master is solved.
- The color layout is found through observations of the corner pieces, or by knowing that the Rubik's Master follows a certain color layout:

WHITE	opposite	YELLOW
RED	opposite	ORANGE
BLUE	opposite	GREEN



Notice the order of the colors, as shown in the image below:

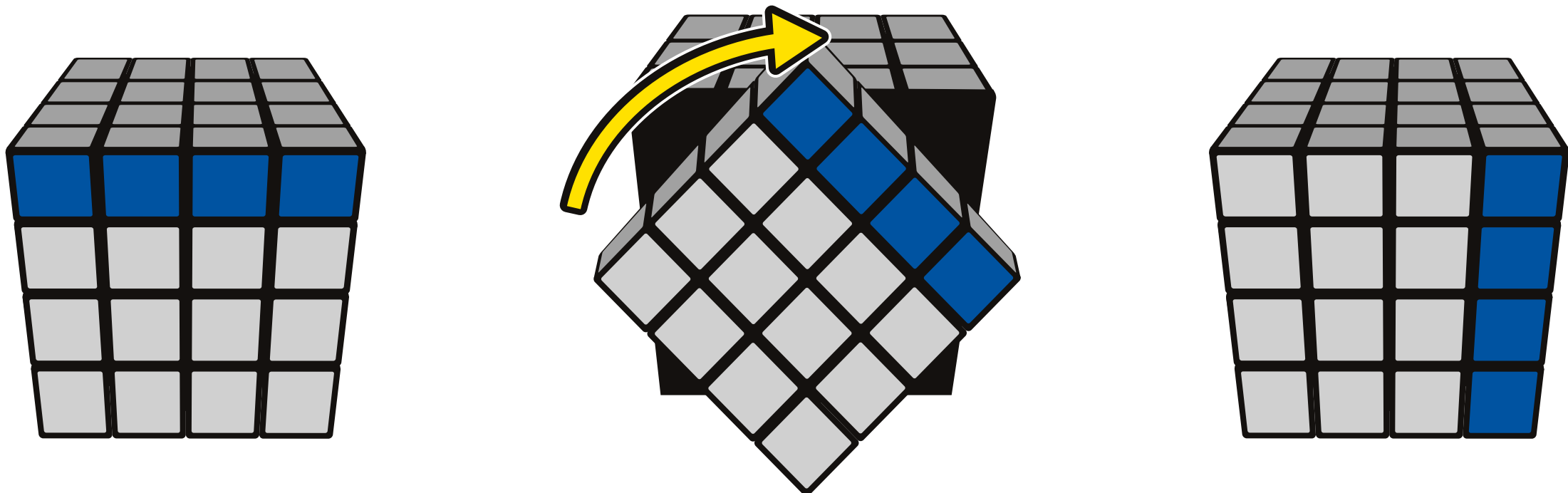






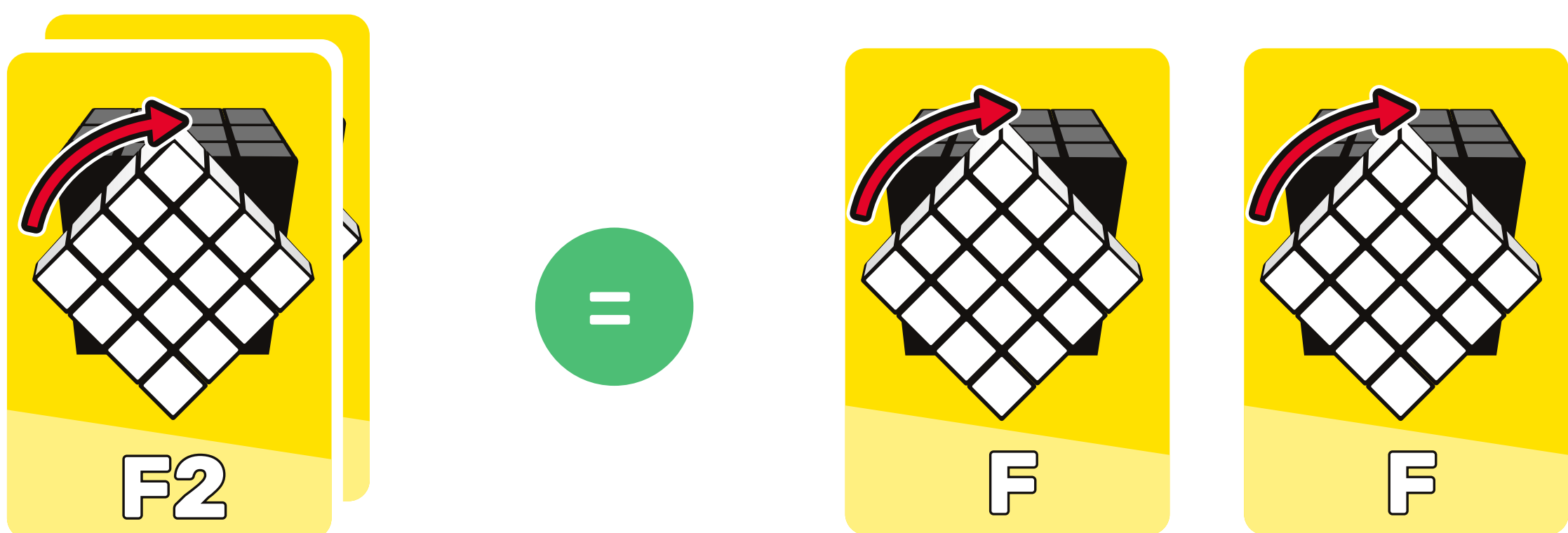
**VERY IMPORTANT:**

- Each move is a  $\frac{1}{4}$  turn.

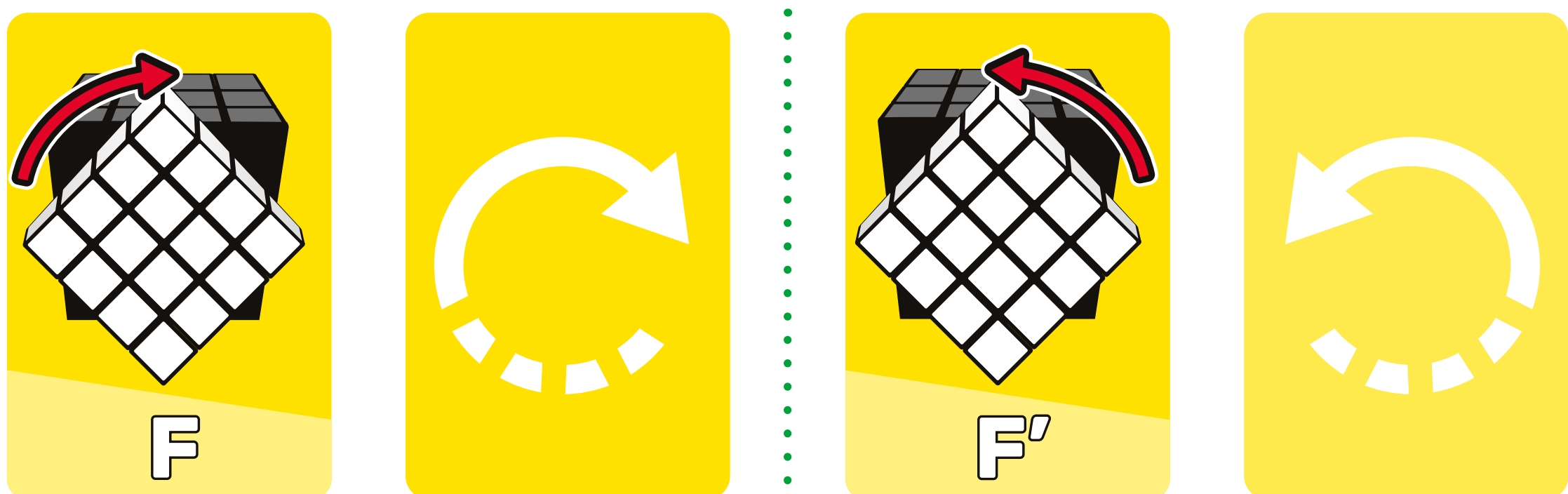


- An **ALGORITHM** is a sequence of moves that you need to do in a specific order.
- When following the algorithms in this guide, it is important to maintain the **FRONT** face of your Rubik's Master so it remains the **FRONT** through all of the turns.

- If there is a 2 after the letter, then make that turn twice.



- A turn is clockwise when looking at that face directly. A letter with an apostrophe (') after it means to make an inverse or counterclockwise turn of the face.

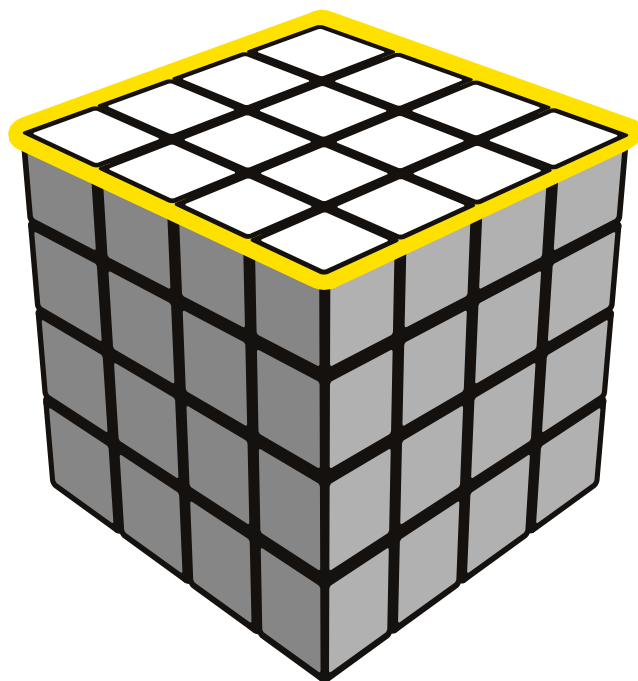


# GET TO KNOW YOUR RUBIK'S MASTER

## FACE KEY

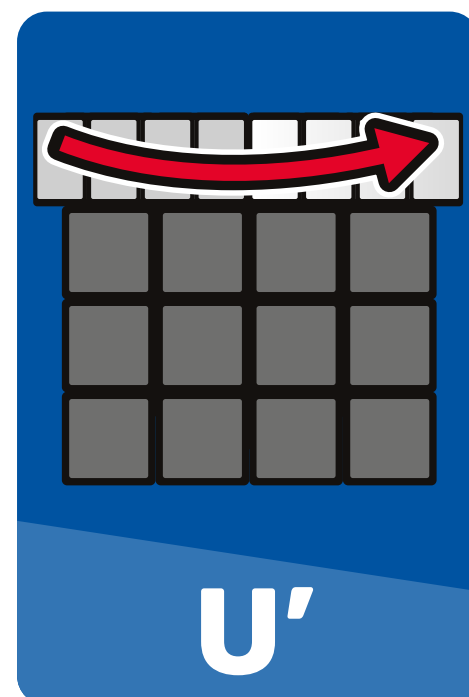
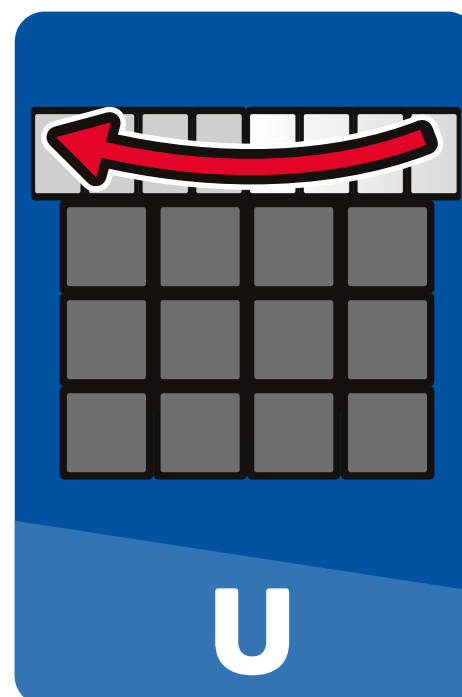
You probably know these faces.

**U** =  
UP  
FACE



## ALGORITHM KEY

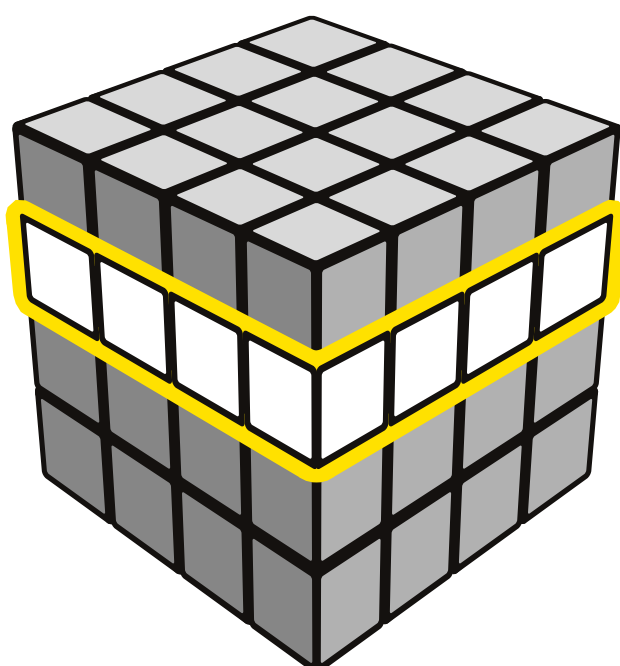
Face turns:



## SLICE KEY

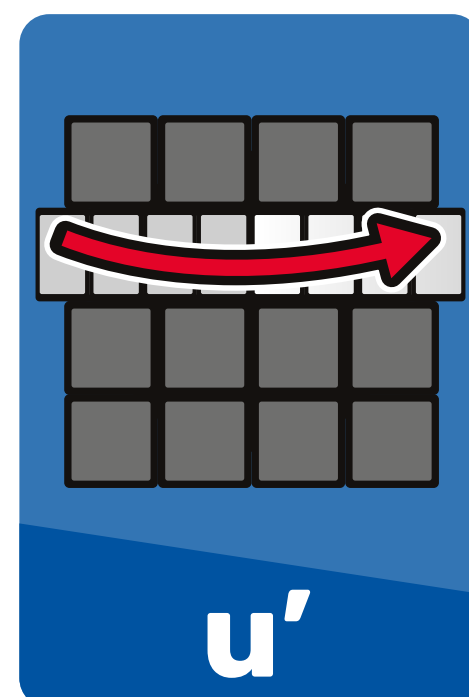
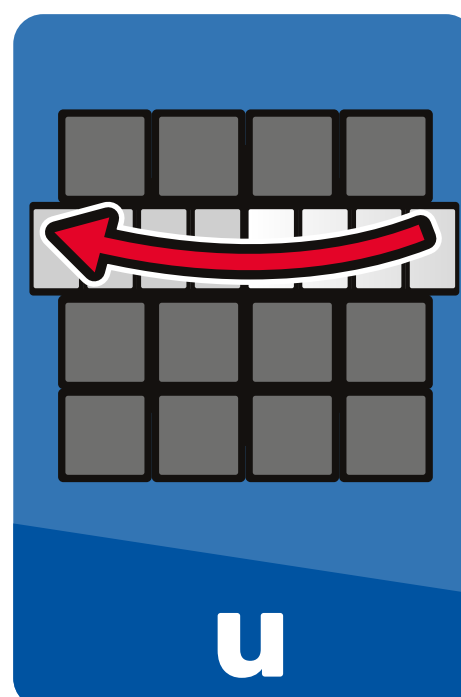
Here is how we refer to the inside "slices".

**u** =  
INSIDE  
UP



## ALGORITHM KEY

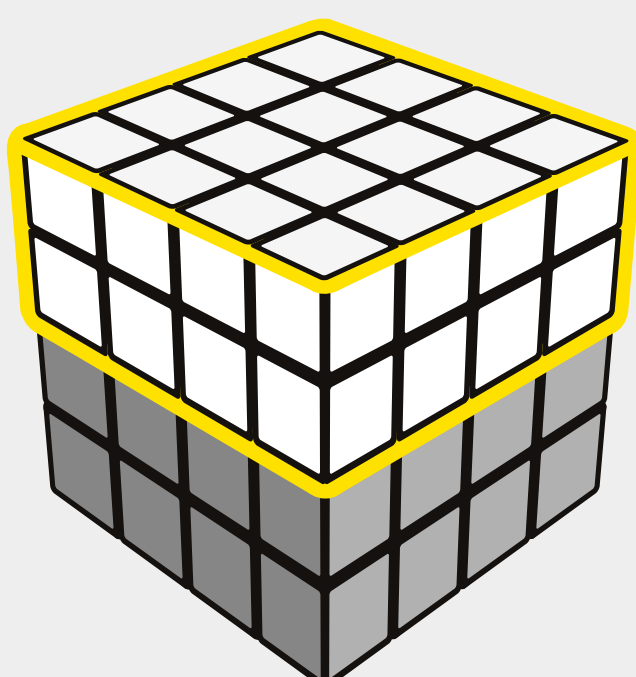
Slice turns:



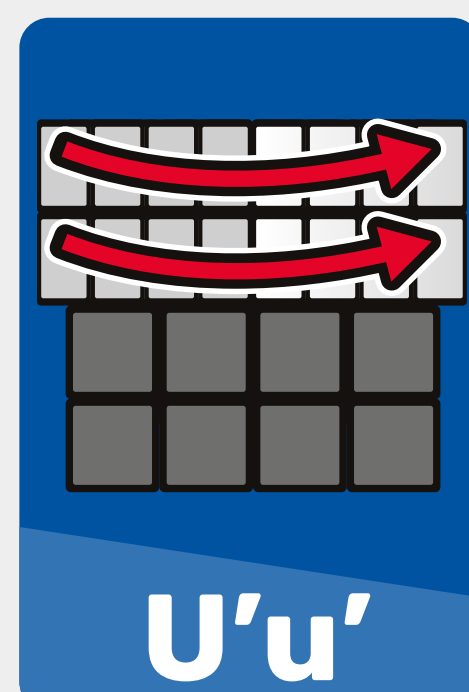
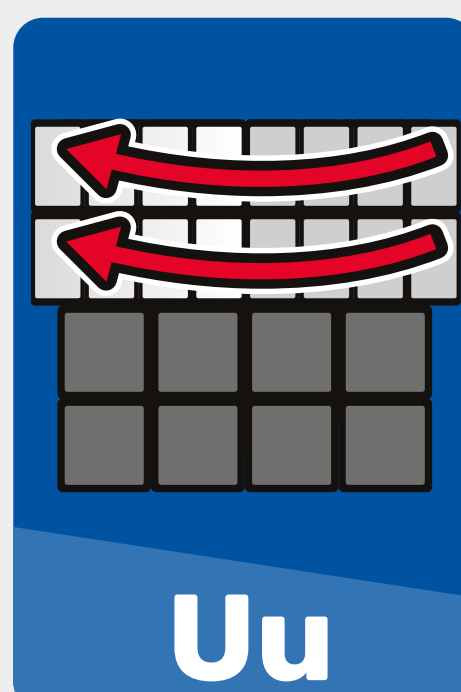
## FACE AND SLICE KEY

If there are two letters then turn the face and the slice as one piece.

**Uu** =  
UP FACE  
& INSIDE  
UP



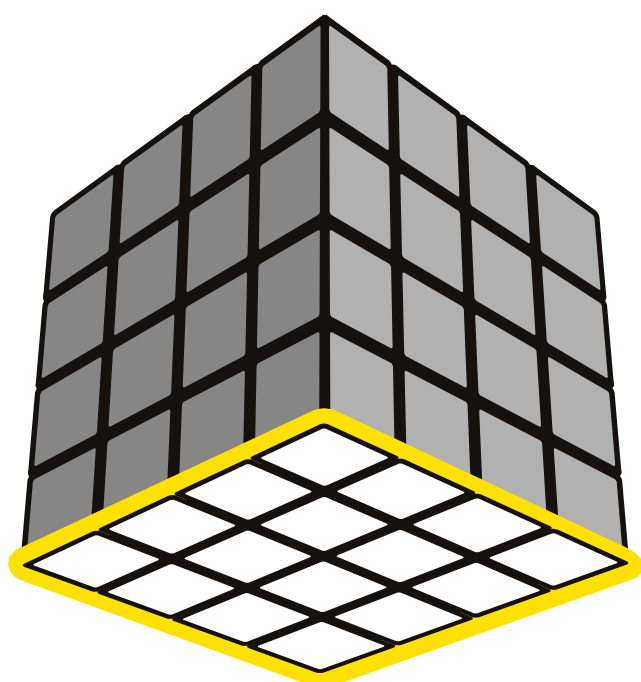
## ALGORITHM KEY



## FACE KEY

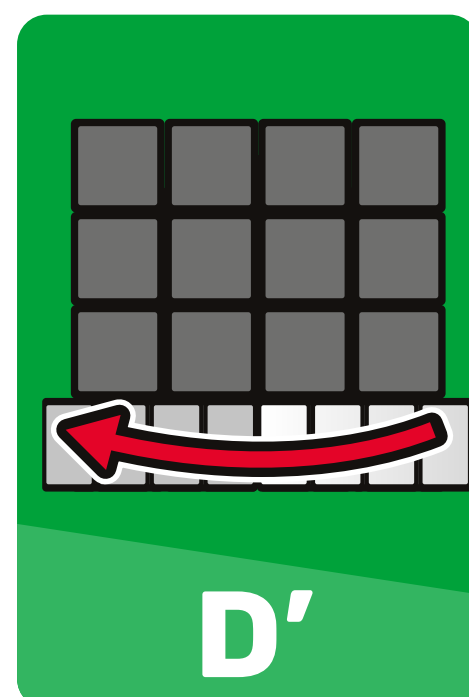
You probably know these faces.

**D** =  
**DOWN**  
**FACE**



## ALGORITHM KEY

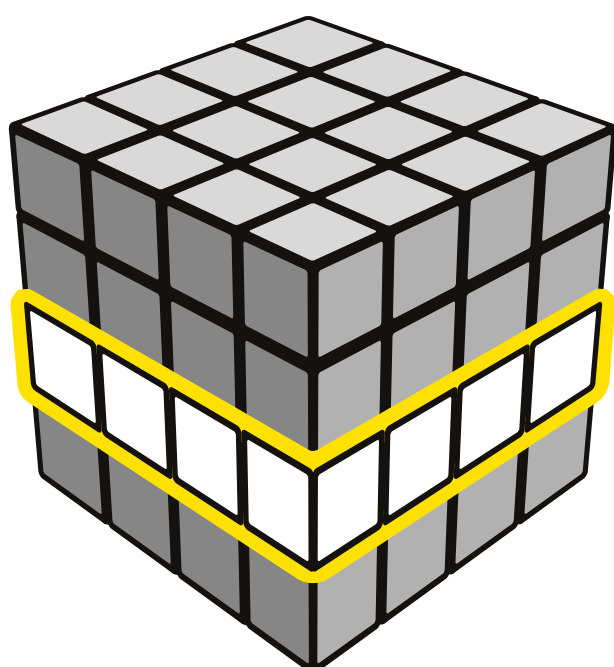
Face turns:



## SLICE KEY

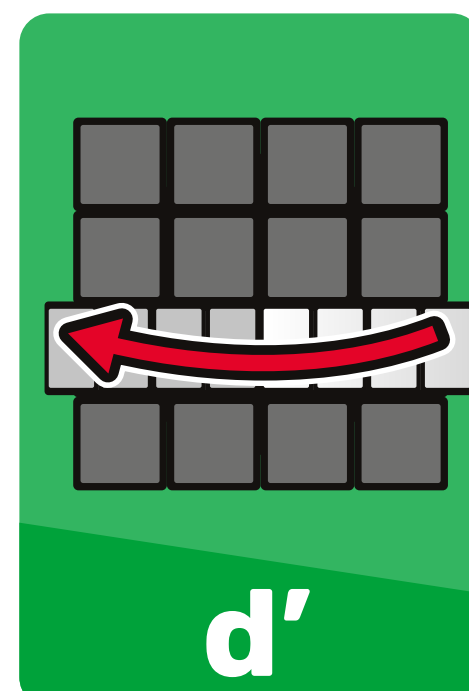
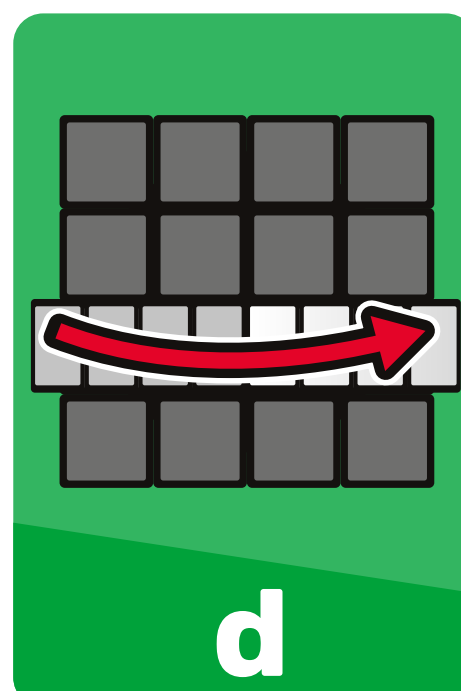
Here is how we refer to the inside "slices".

**d** =  
**INSIDE**  
**DOWN**



## ALGORITHM KEY

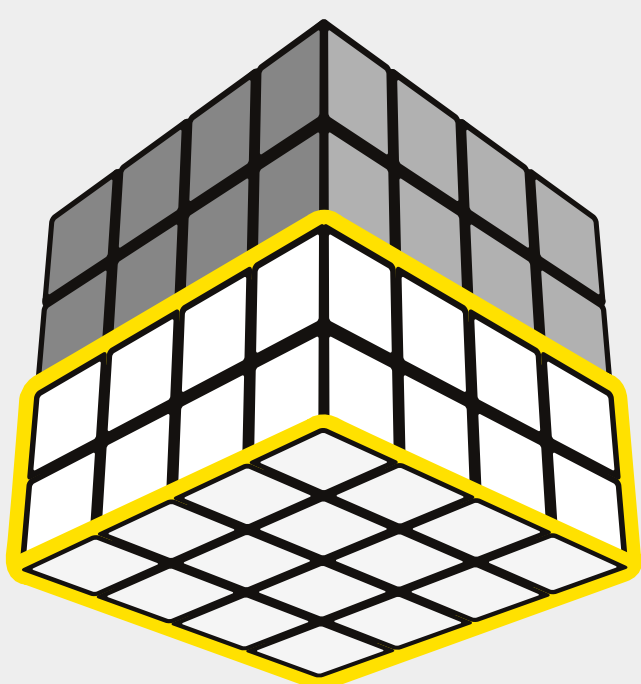
Slice turns:



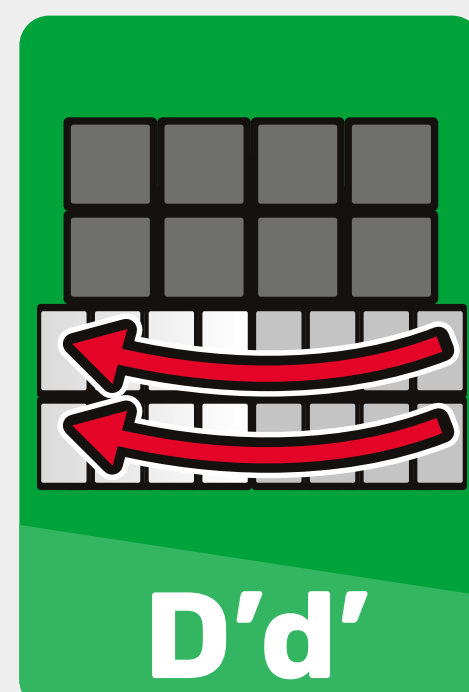
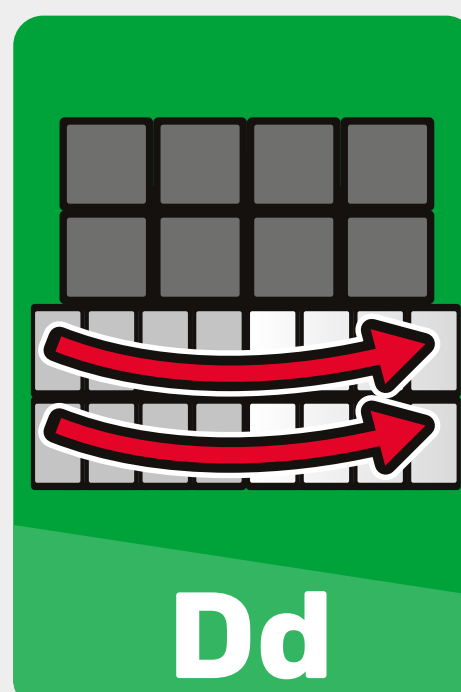
## FACE AND SLICE KEY

If there are two letters then turn the face and the slice as one piece.

**Dd** =  
**DOWN**  
**FACE &**  
**INSIDE**  
**DOWN**



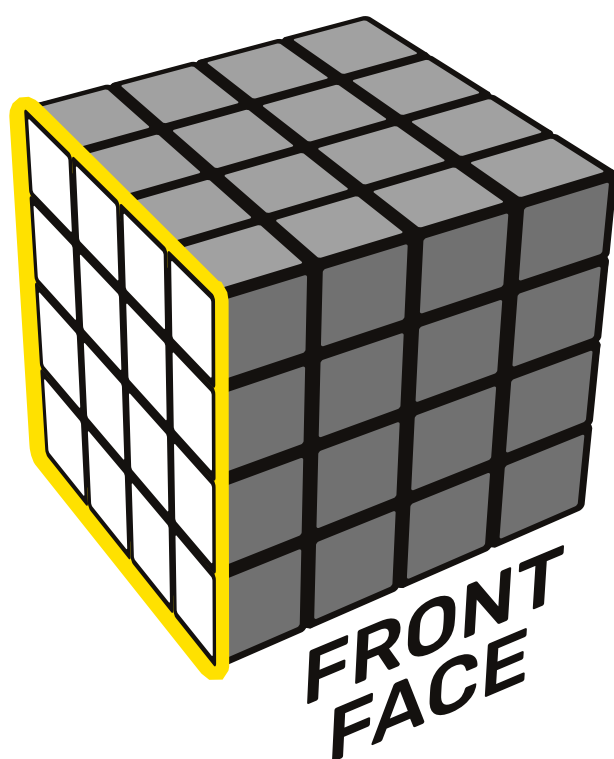
## ALGORITHM KEY



## FACE KEY

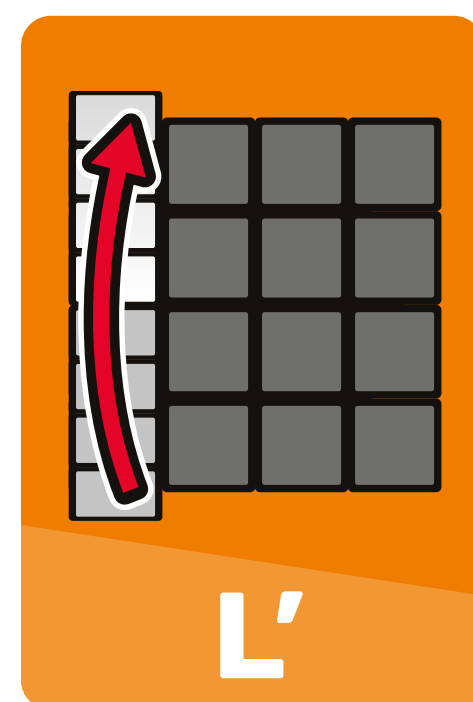
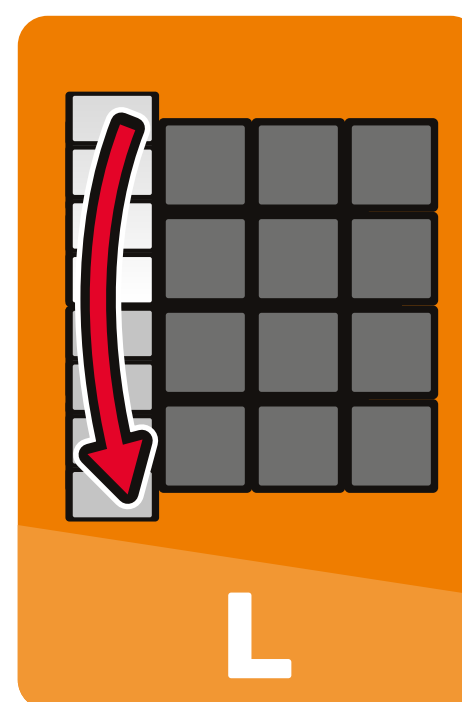
You probably know these faces.

**L** =  
**LEFT**  
**FACE**



## ALGORITHM KEY

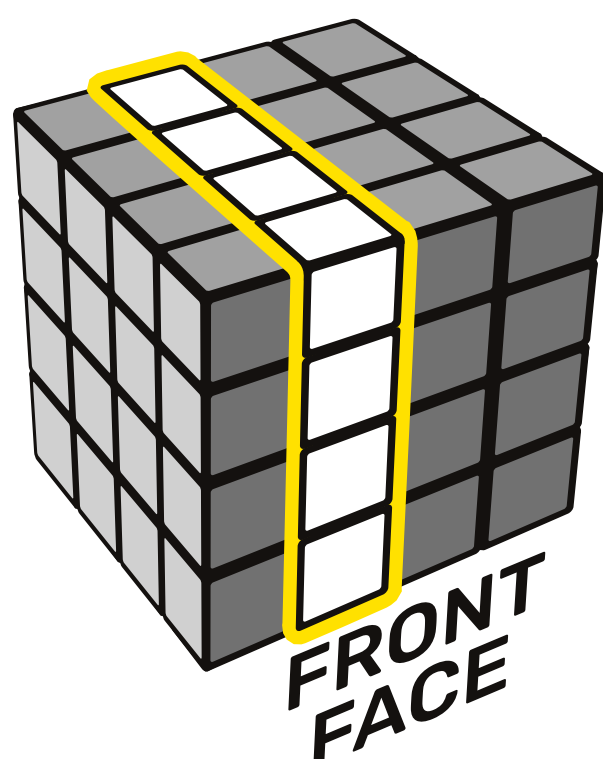
Face turns:



## SLICE KEY

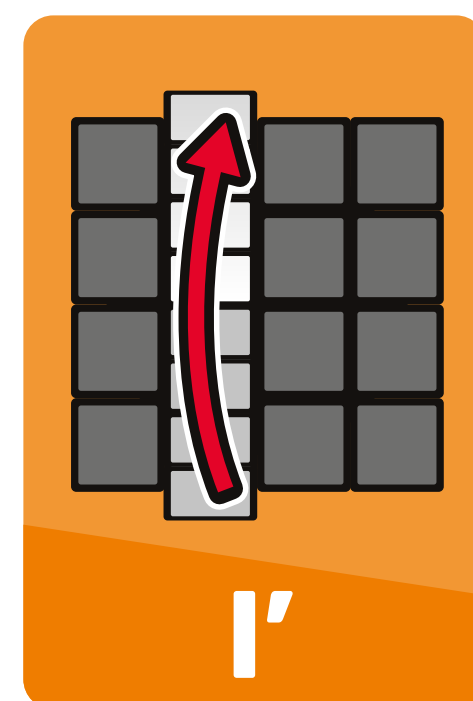
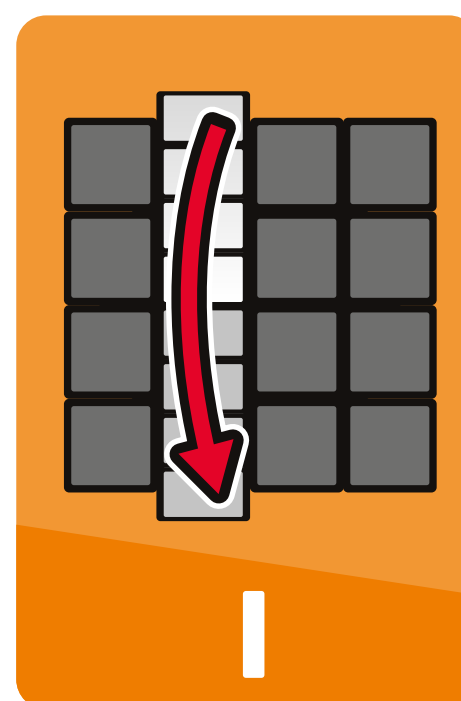
Here is how we refer to the inside “slices”.

**|** =  
**INSIDE**  
**LEFT**



## ALGORITHM KEY

Slice turns:

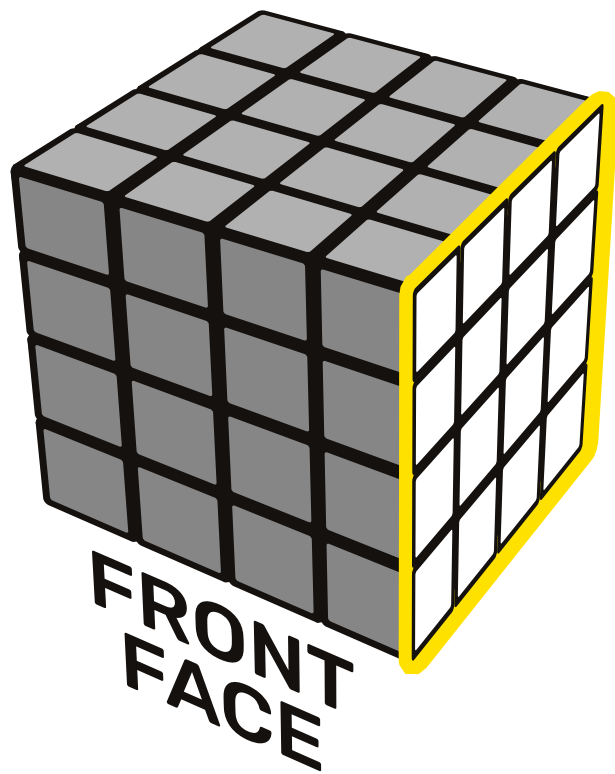




## FACE KEY

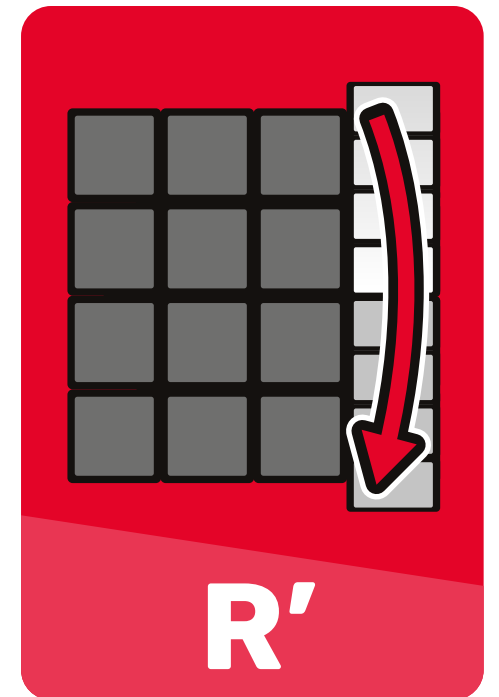
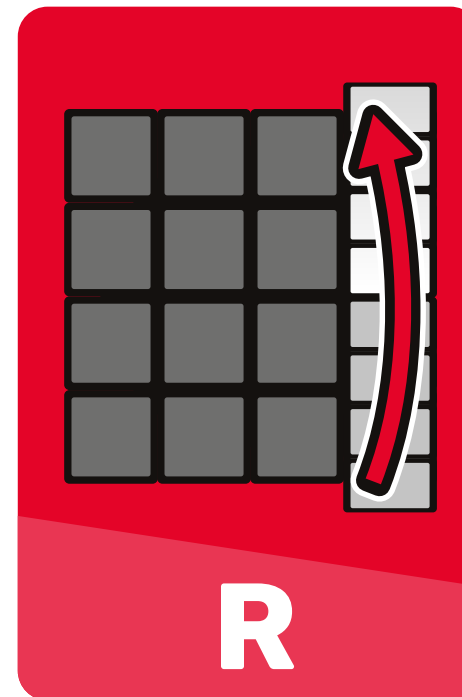
You probably know these faces.

**R =  
RIGHT  
FACE**



## ALGORITHM KEY

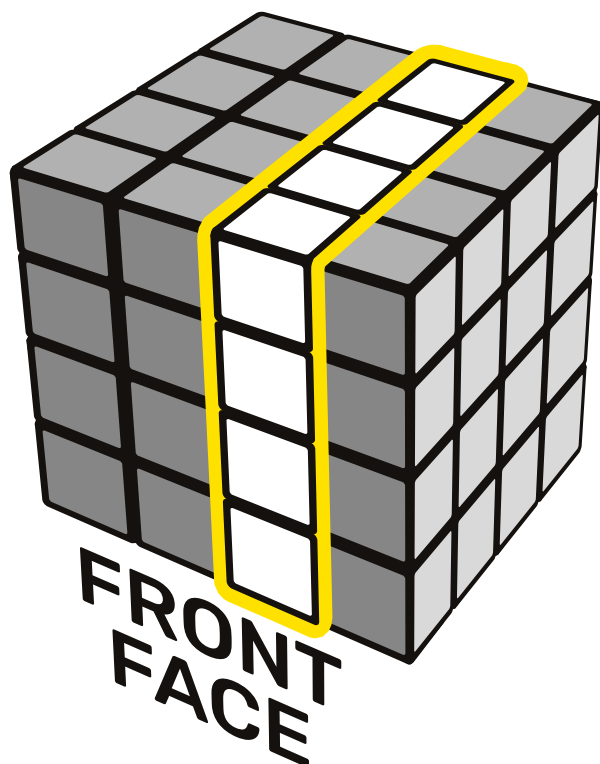
Face turns:



## SLICE KEY

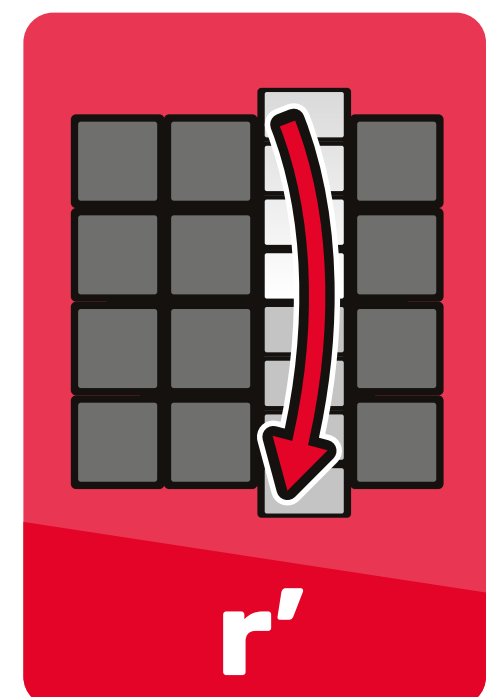
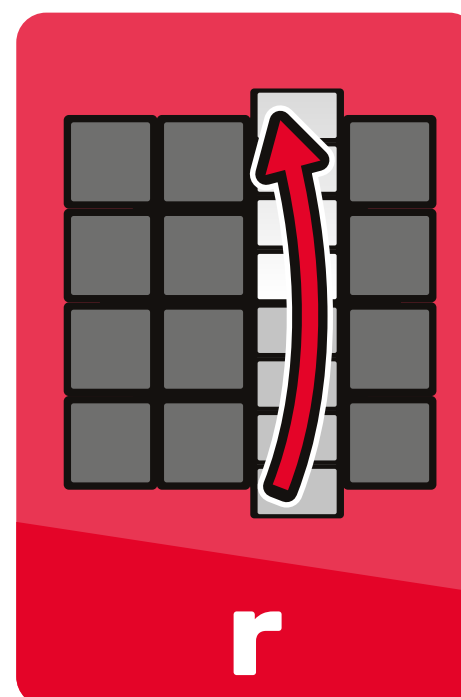
Here is how we refer to the inside “slices”.

**r =  
INSIDE  
RIGHT**



## ALGORITHM KEY

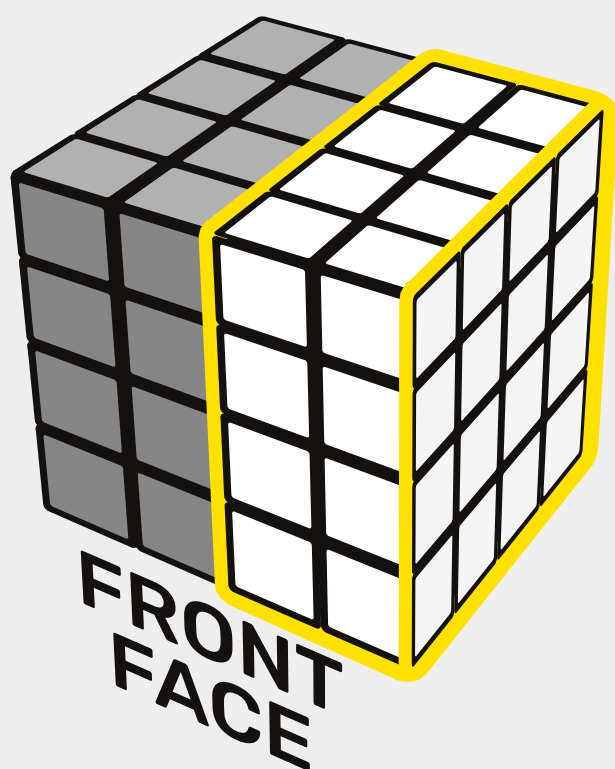
Slice turns:



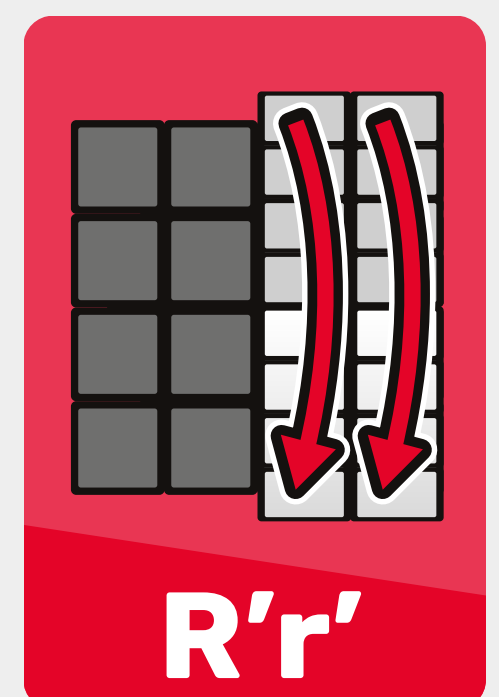
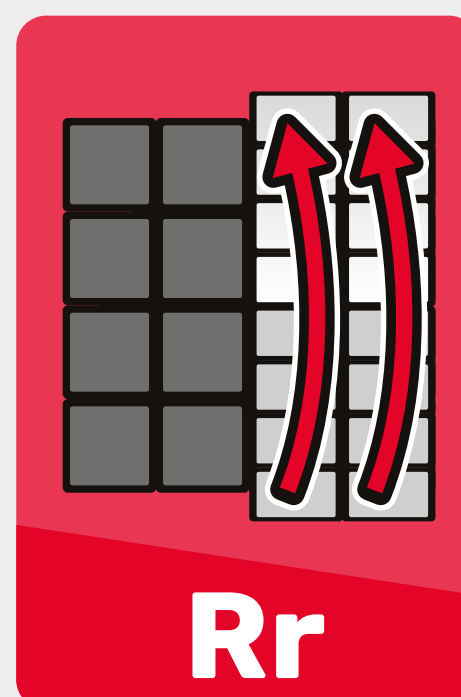
## FACE AND SLICE KEY

If there are two letters then turn the face and the slice as one piece.

**Rr =  
RIGHT  
FACE &  
INSIDE  
RIGHT**



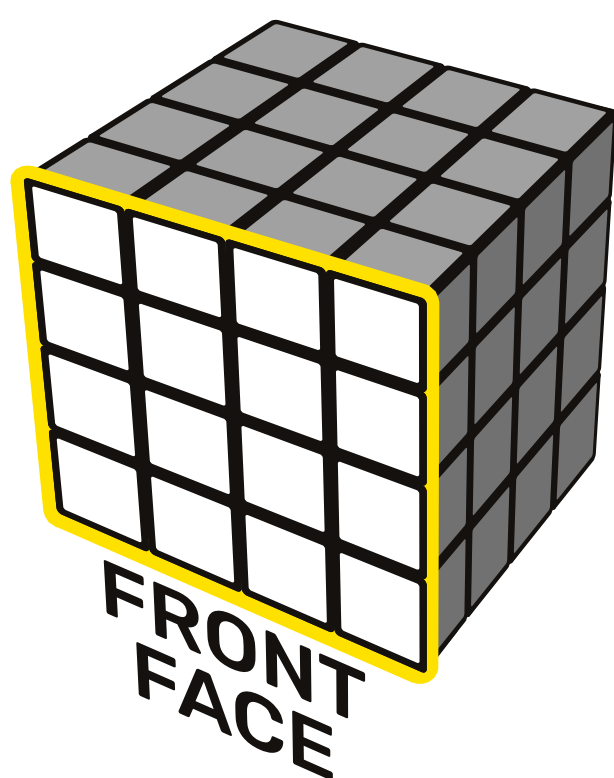
## ALGORITHM KEY



## FACE KEY

You probably know these faces.

**F** =  
**FRONT**  
**FACE**



## ALGORITHM KEY

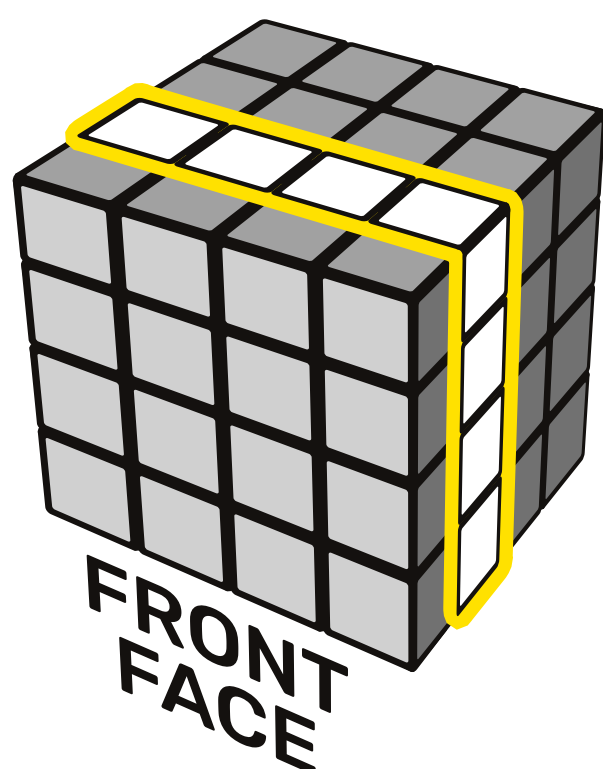
Face turns:



## SLICE KEY

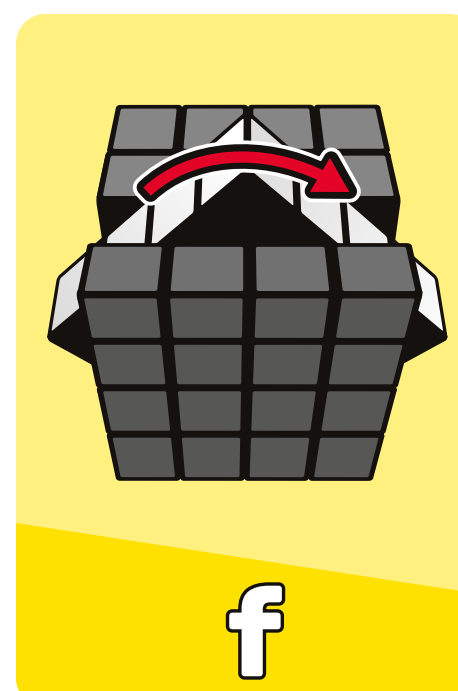
Here is how we refer to the inside "slices".

**f** =  
**INSIDE**  
**FRONT**



## ALGORITHM KEY

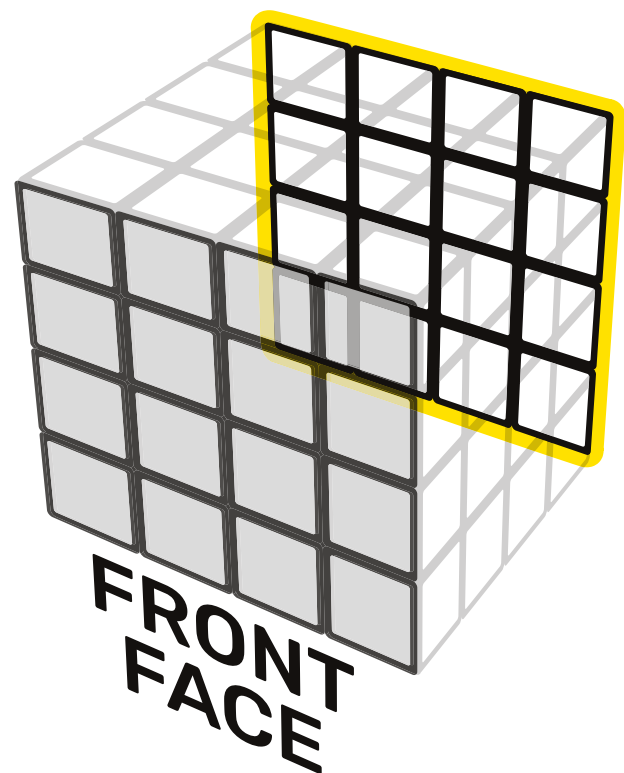
Slice turns:



## FACE KEY

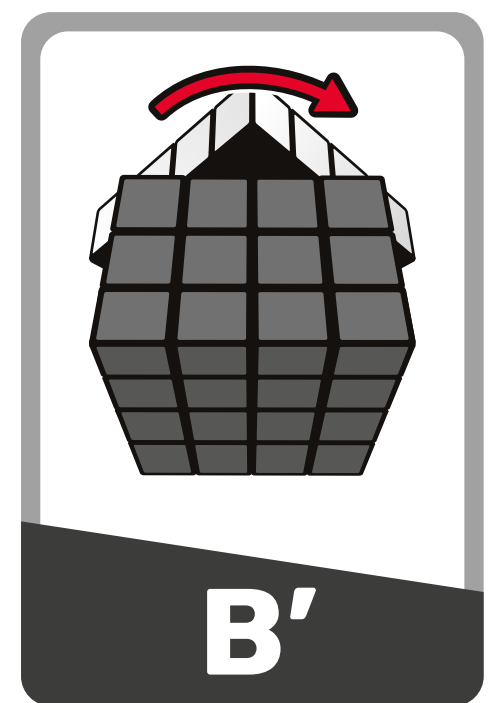
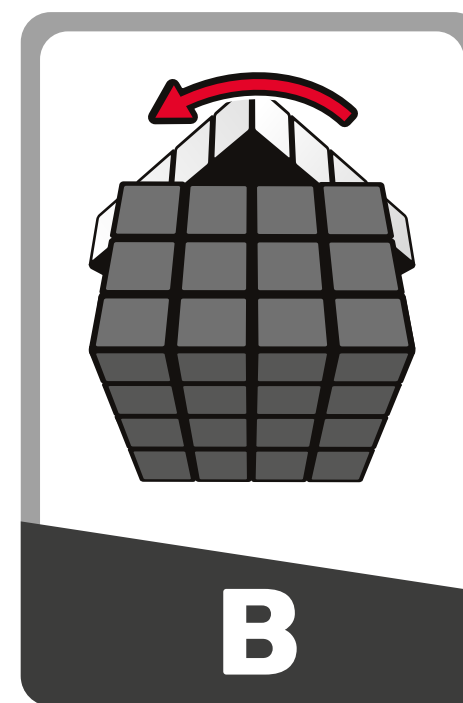
You probably know these faces.

**B =  
BACK  
FACE**



## ALGORITHM KEY

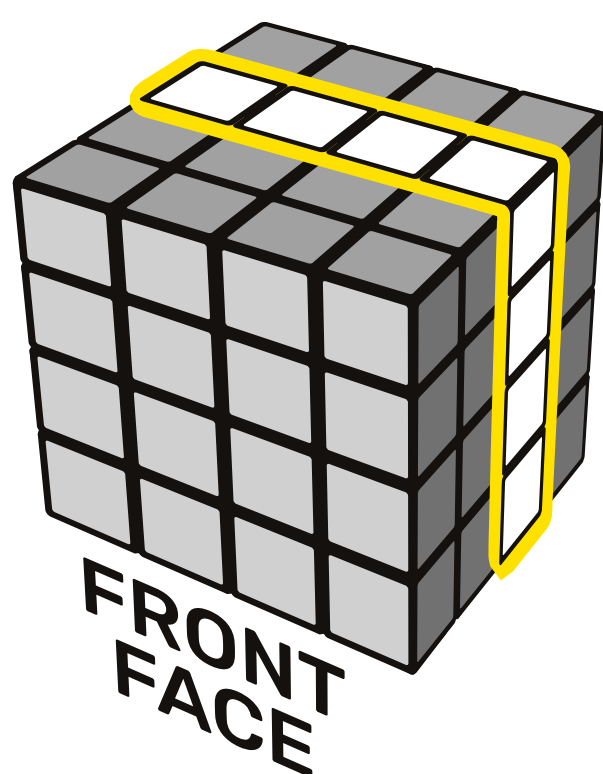
Face turns:



## SLICE KEY

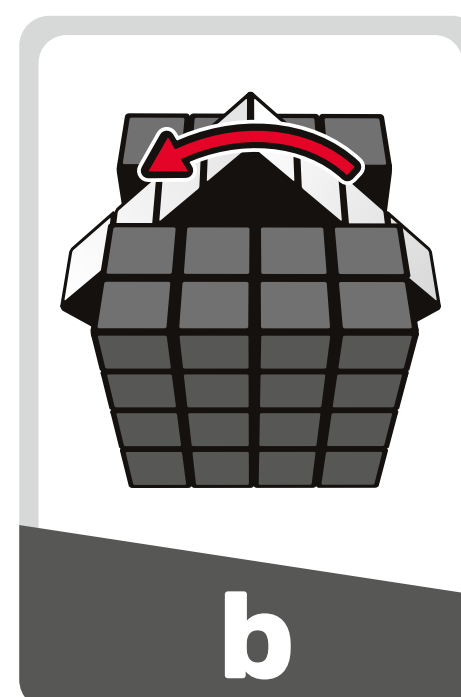
Here is how we refer to the inside "slices".

**b =  
INSIDE  
BACK**



## ALGORITHM KEY

Slice turns:





# **RUBIK'S MASTER SOLUTION GUIDE**

This solution guide  
is divided into three  
stages as seen below.

**SOLVE THE  
CENTERS**

**PAIR THE  
EDGES**

**SOLVE THE RUBIK'S  
MASTER LIKE THE  
RUBIK'S CUBE**

Now... let's get  
solving!

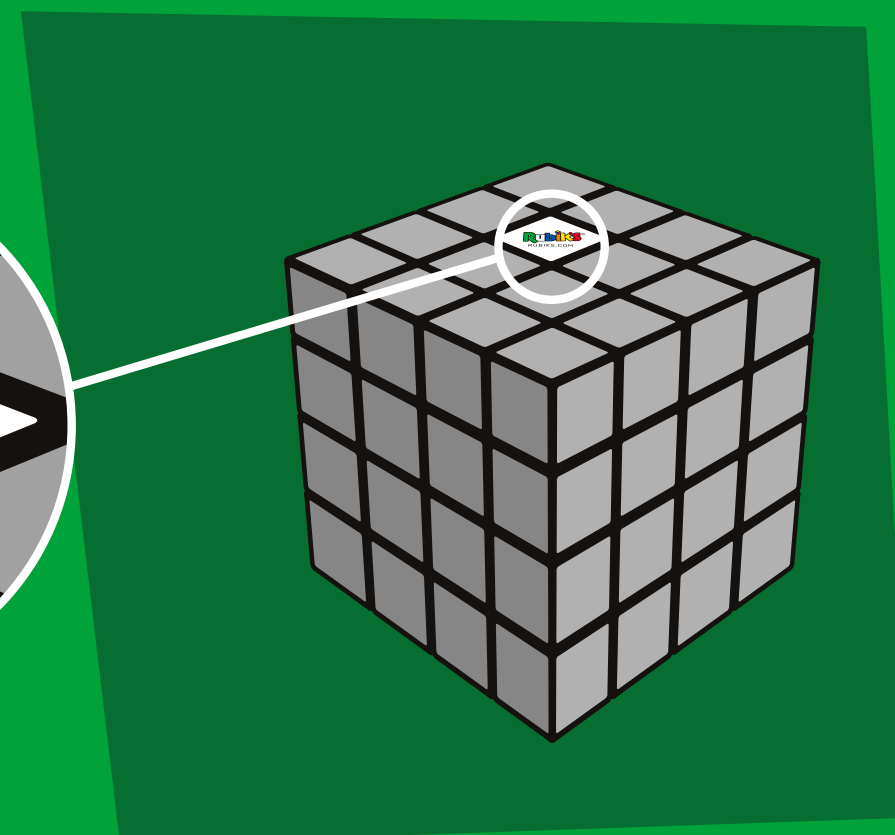


## STEP ONE:

# SOLVE THE CENTERS

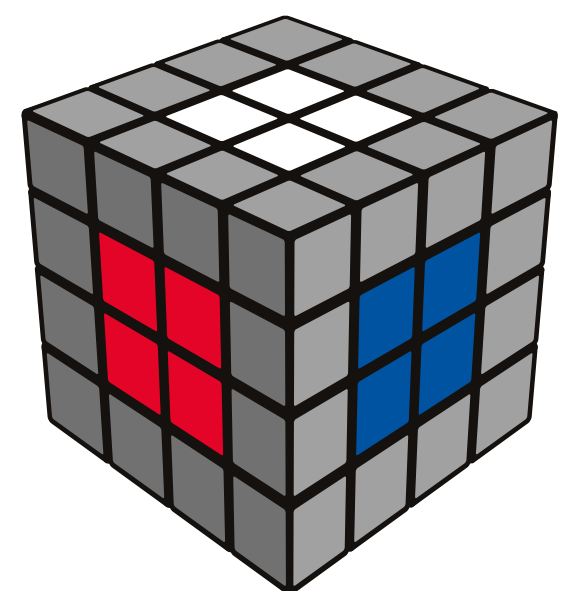
## HOLDING YOUR RUBIK'S MASTER

Hold the Rubik's Master so the WHITE logo tile is on the UP face.



## IMPORTANT INFORMATION

- There are 24 center pieces on the Rubik's Master that need to be grouped in sets of 4. Then there will be 6 centers like on a Rubik's Cube.
- Start by solving the WHITE center.

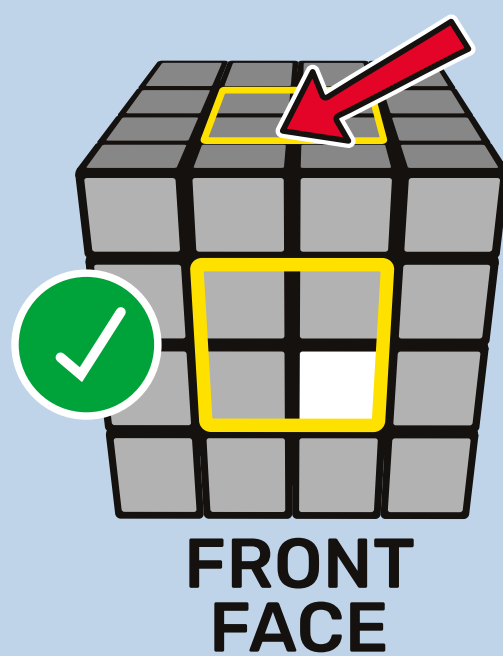
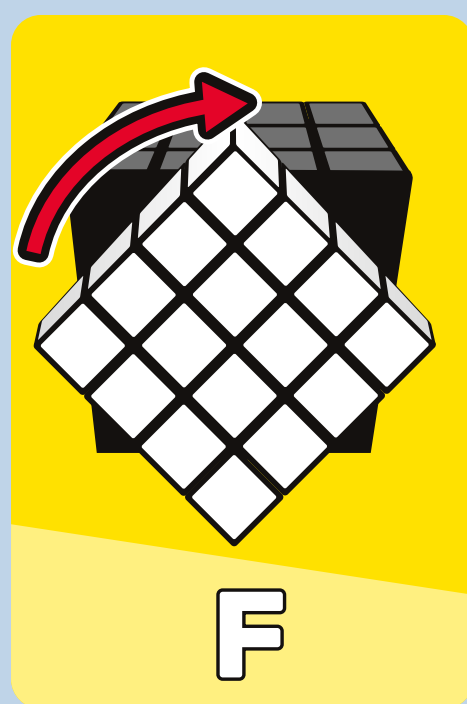


**Action 1** Locate another WHITE center tile that is not on the UP face.

## Action 2

If your other WHITE tile is NOT on the DOWN face:

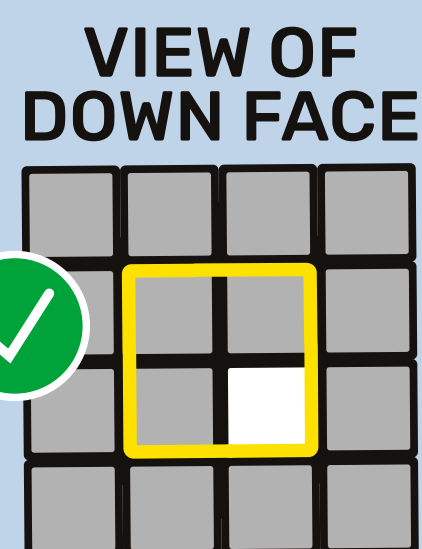
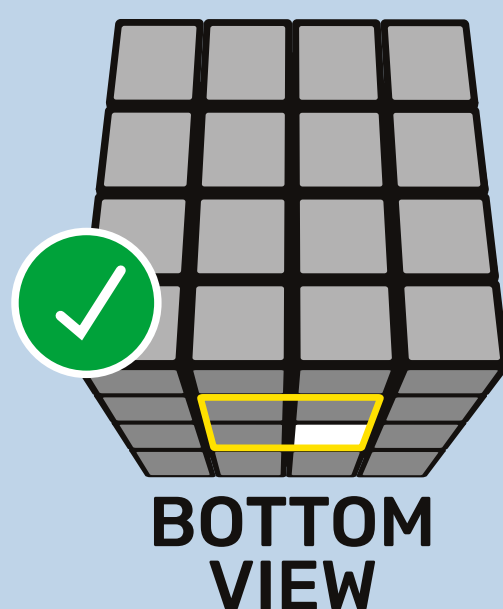
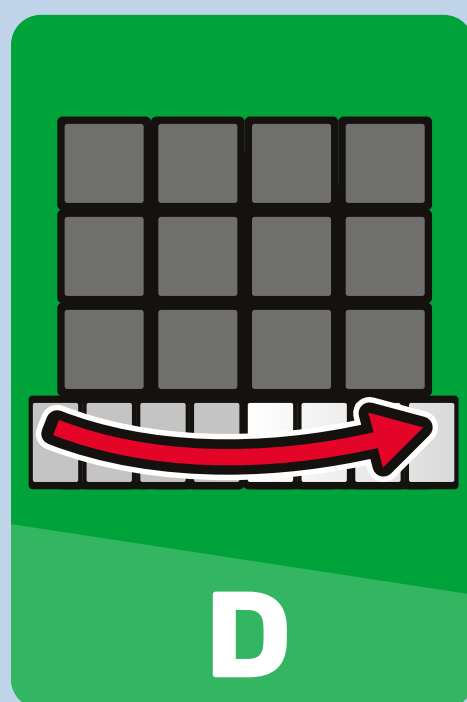
- Hold your Rubik's Master so that the other WHITE tile is on the FRONT face.
- Turn the FRONT face (F) until the tile is in the lower right of the 4 center tiles.



Logo is one of these center tiles

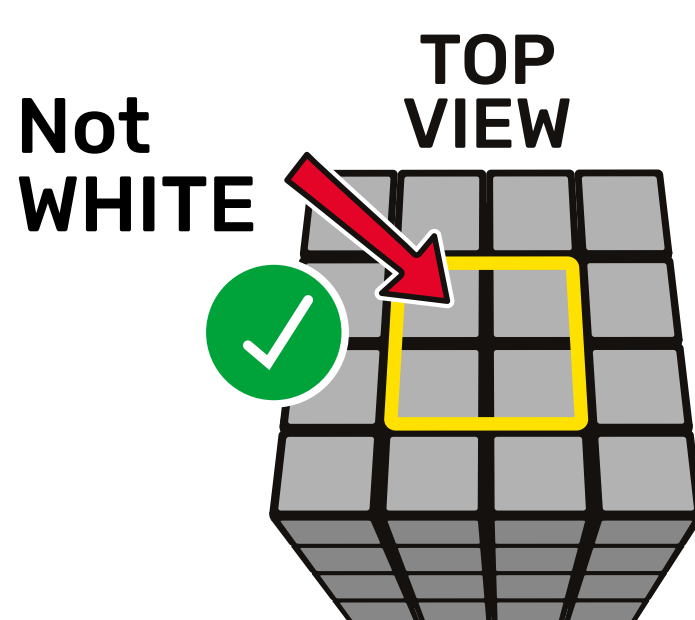
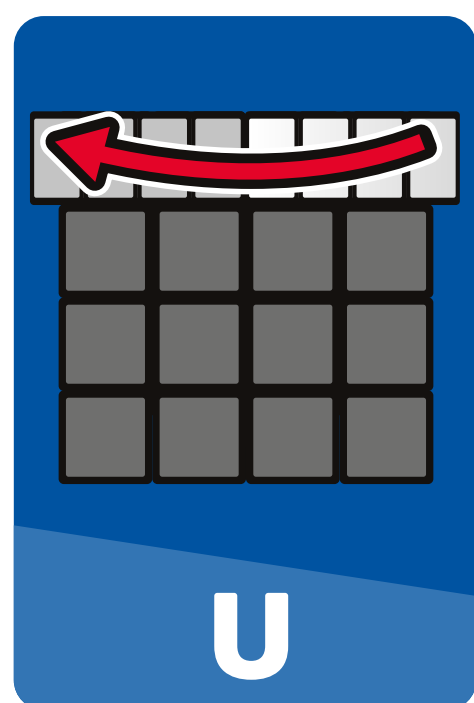
If your other WHITE tile IS on the DOWN face:

- Turn the DOWN face (D) until the other WHITE tile is in the lower right of the 4 center tiles.



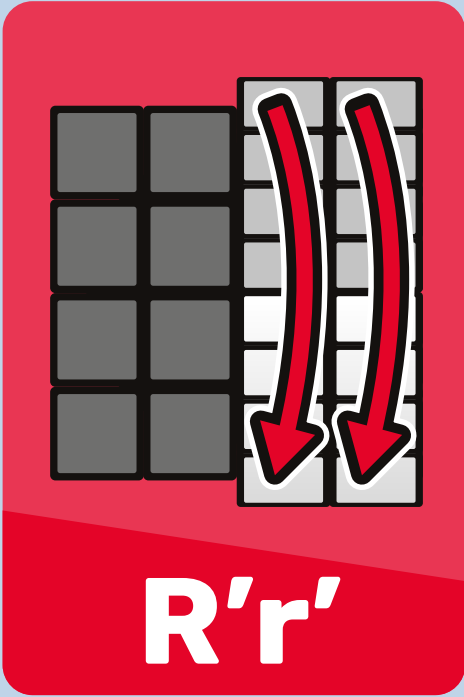
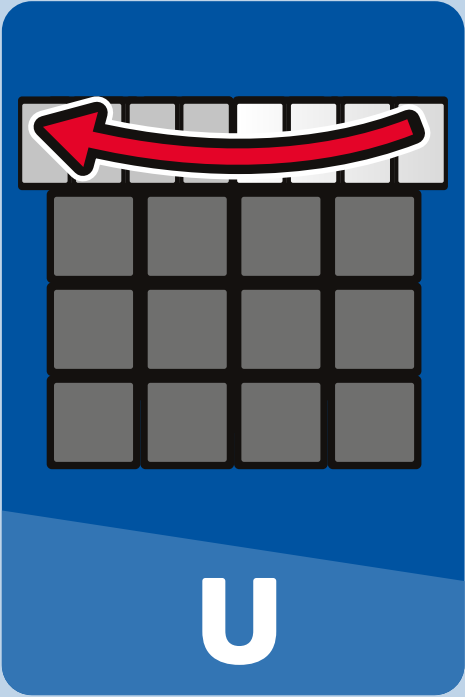
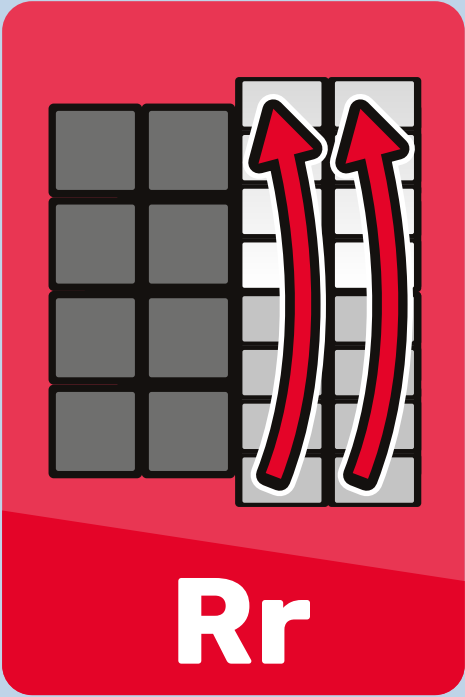
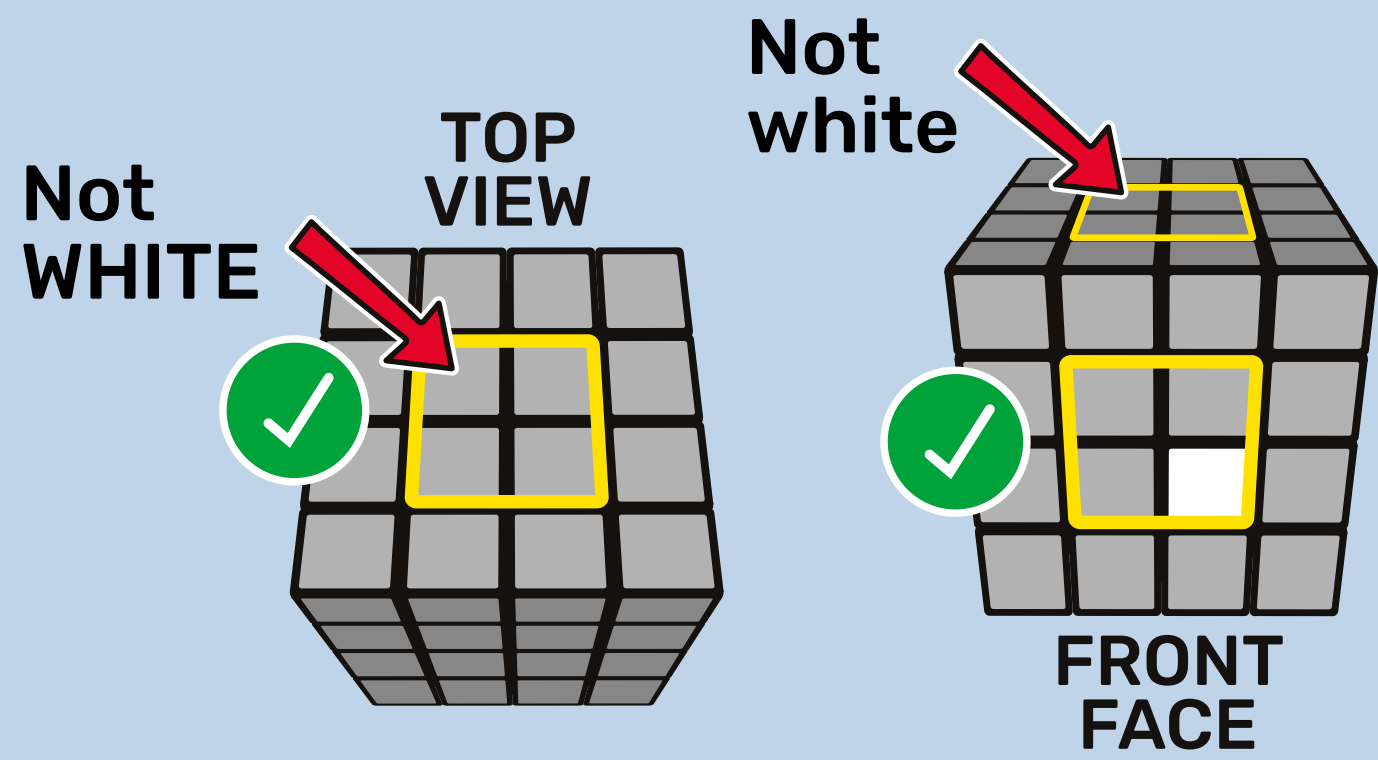
## Action 3

Turn the UP face (U) until there is a non-WHITE tile in the upper left corner of the 4 center tiles.

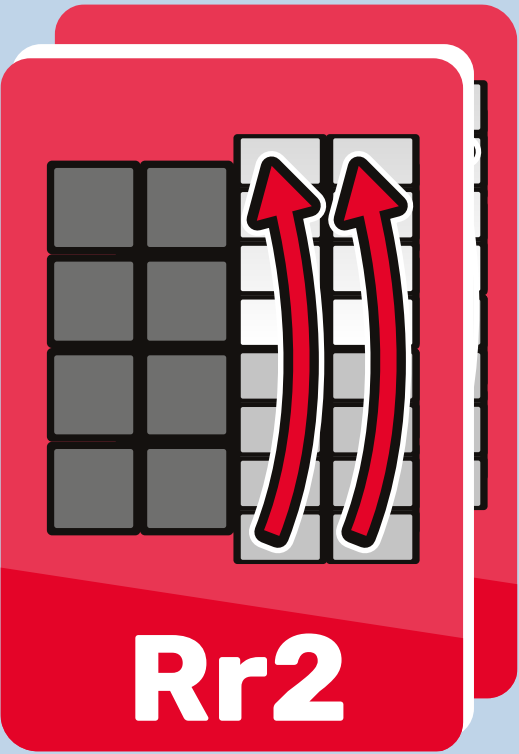
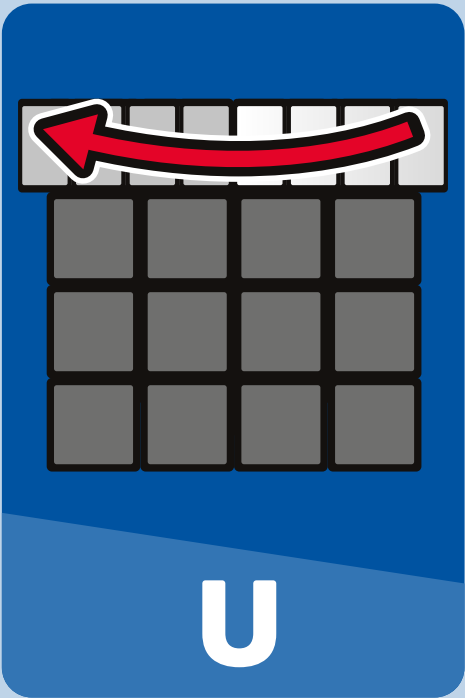
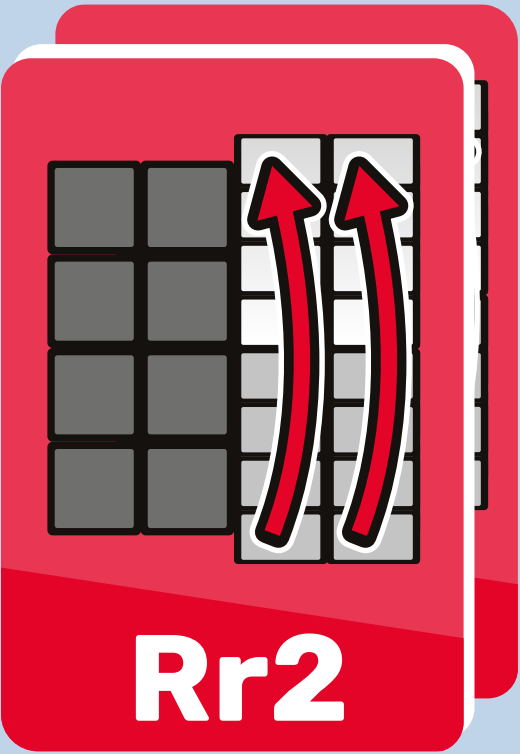
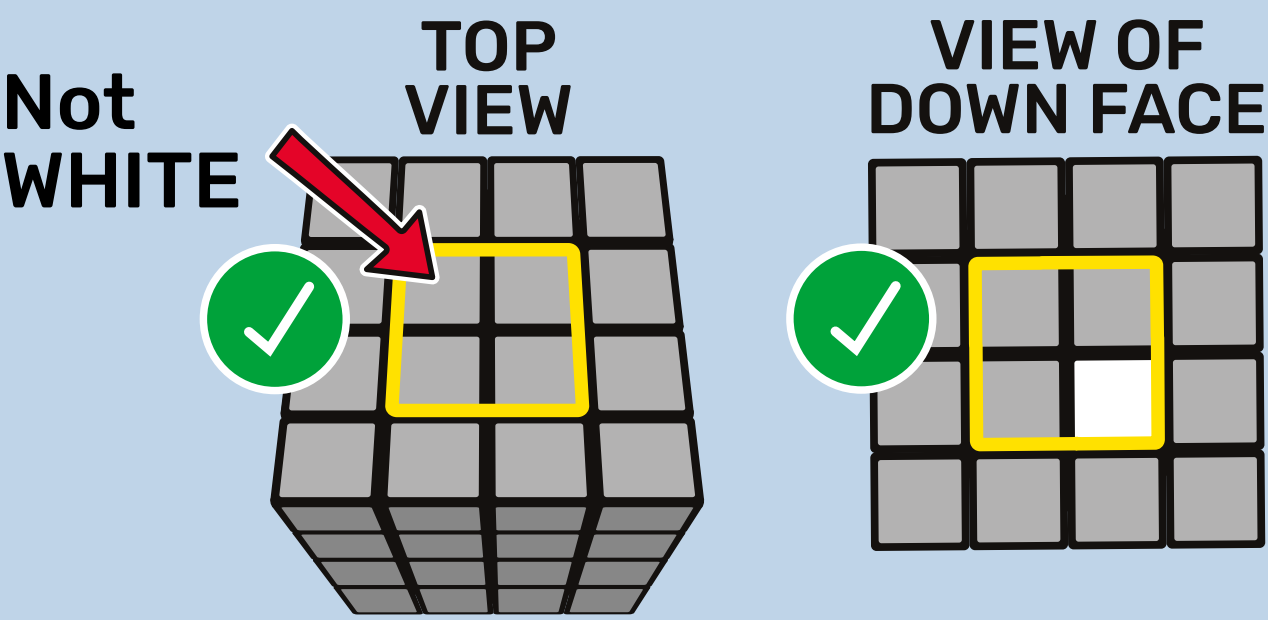


Action 4

If your other WHITE tile is on the **FRONT** face, follow this algorithm:



If your other WHITE tile is on the **DOWN** face, follow this algorithm:



Action 5

Repeat **Actions 1-4** until all 4 center tiles are WHITE.

## Action 6

Continue solving the center pieces for all 6 faces. Follow **actions 1-4** on **pages 13 - 15**, replacing WHITE in each step with the next color.

Solve the colors in this order:

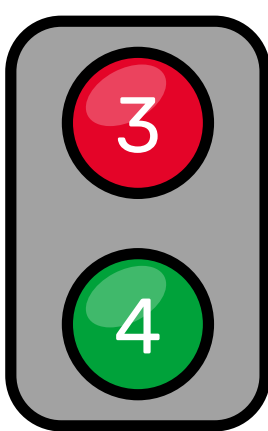
WHITE

1

YELLOW

2

RED



GREEN

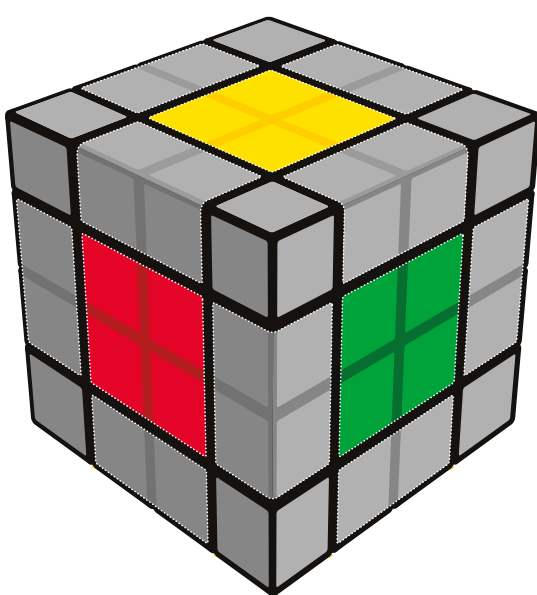
ORANGE

5

BLUE

6

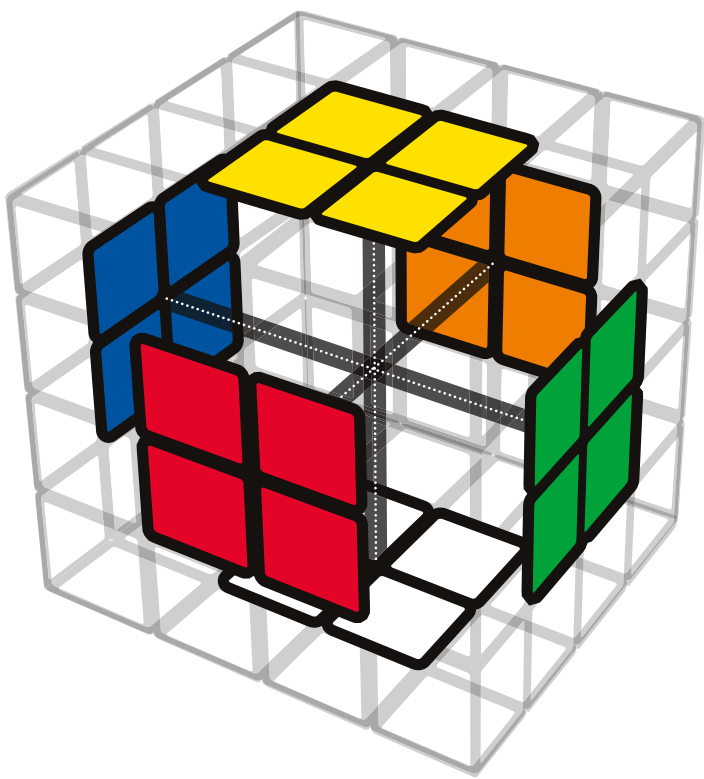
Remember -  
when **YELLOW**  
is the **UP** face,  
**GREEN** is to the  
right of **RED**.



When solving the other centers, you **must** remember the orientation of the colors.



**WHEN YOUR CENTERS ARE SOLVED  
THE COLORS SHOULD MATCH THIS  
ORIENTATION:**



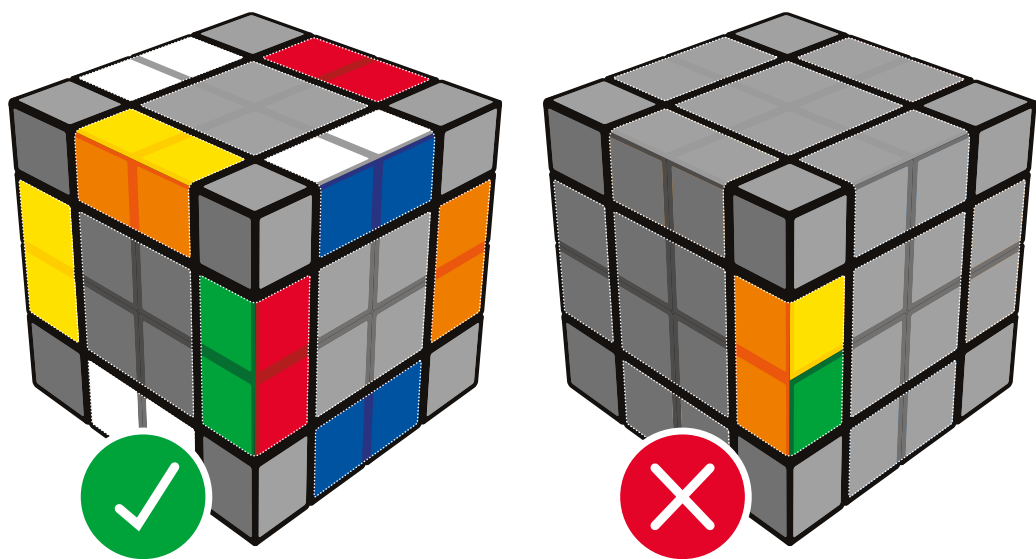
WHITE	opposite	YELLOW
RED	opposite	ORANGE
GREEN	opposite	BLUE



STEP TWO:

PAIR THE EDGES

There are 24 edge pieces on the Rubik's Master that need to be paired so you have 12 edges like a Rubik's Cube. The edges do not need to match the centers yet.

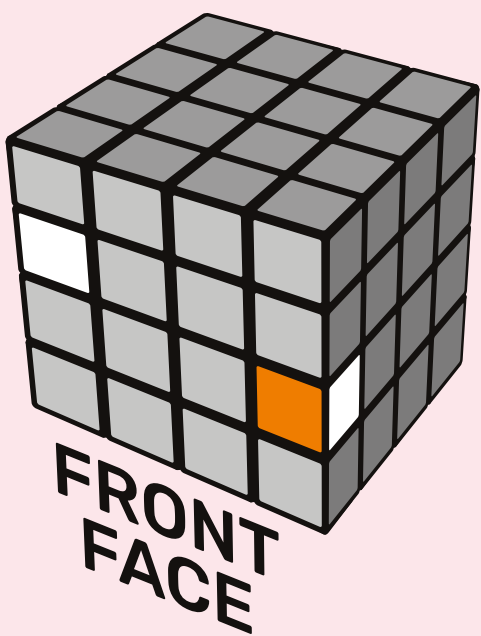


Action 1

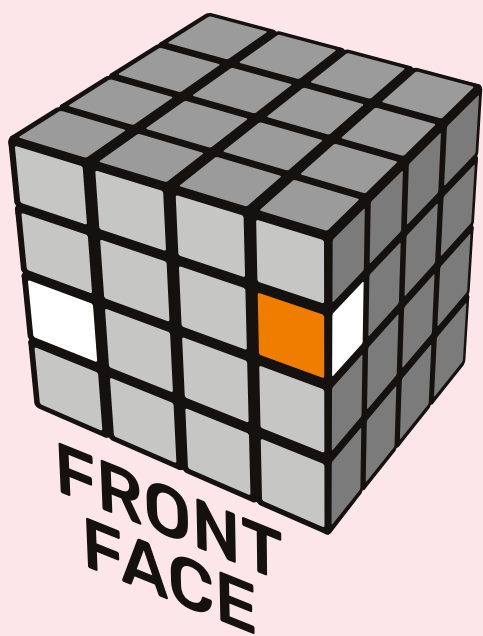
Find the two orange and white edge pieces. Use outside turns to get the edge pieces on the left and right of the FRONT face. The color of the center doesn't matter.

Hold your Rubik's Master **to match** one of these; you may need to turn your Rubik's Master over.

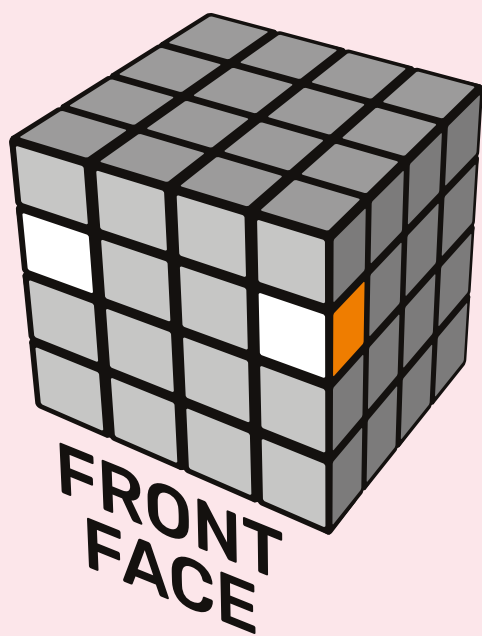
CUBE ONE



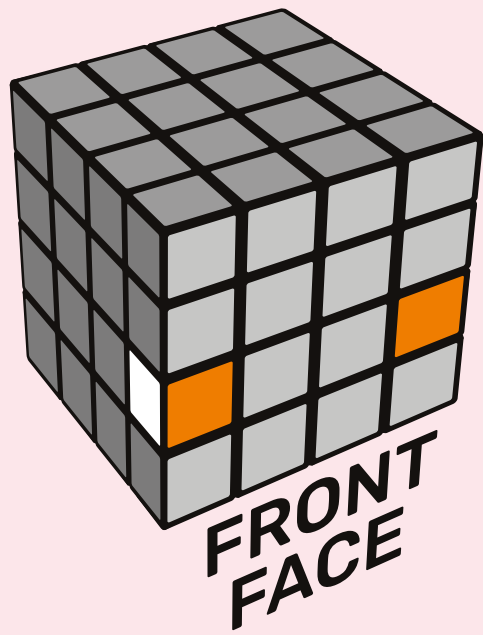
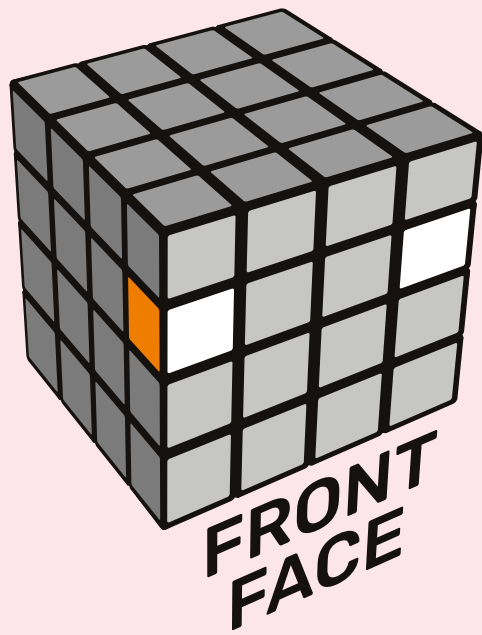
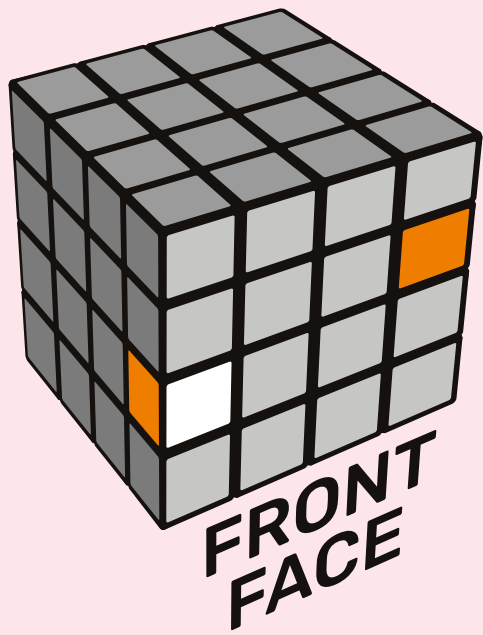
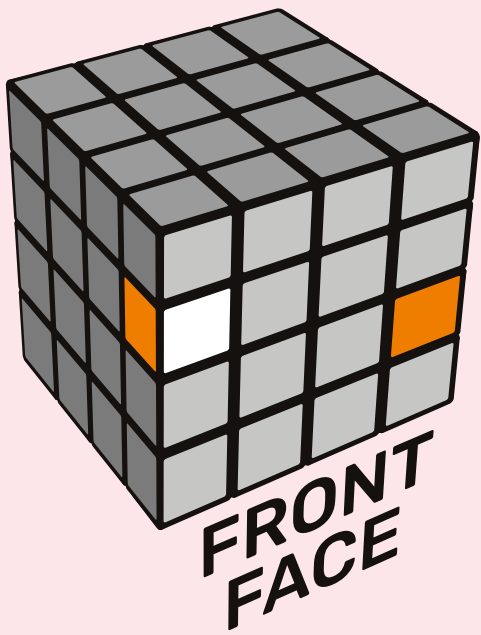
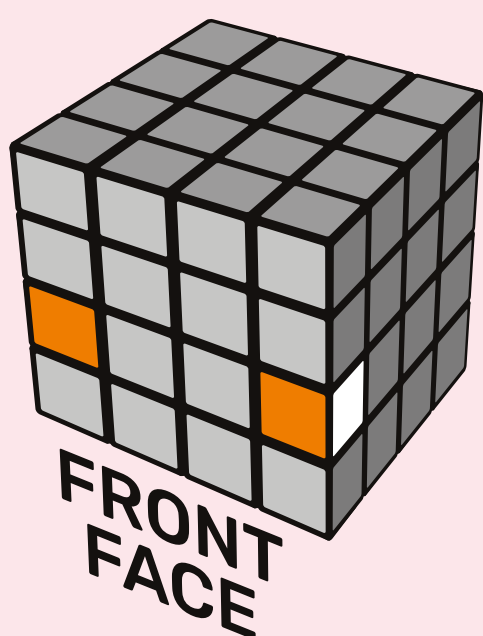
CUBE TWO



CUBE THREE



CUBE FOUR

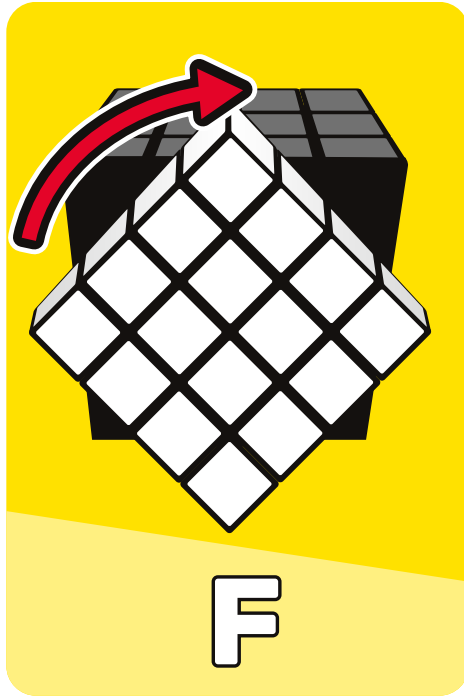
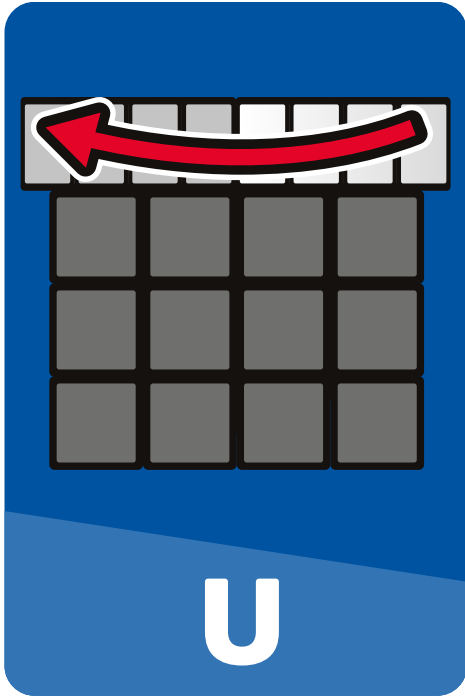
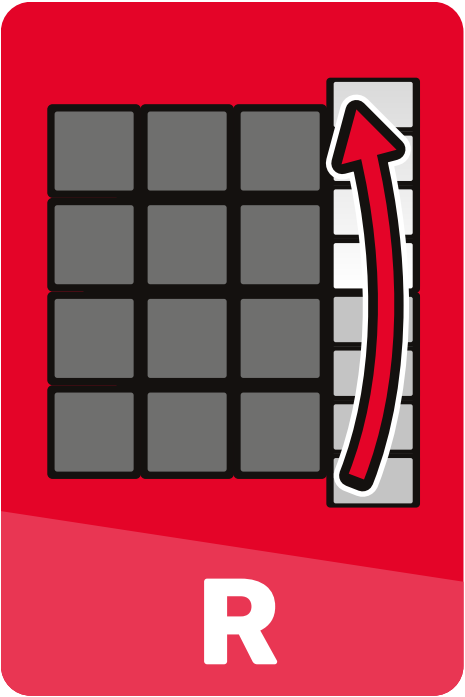
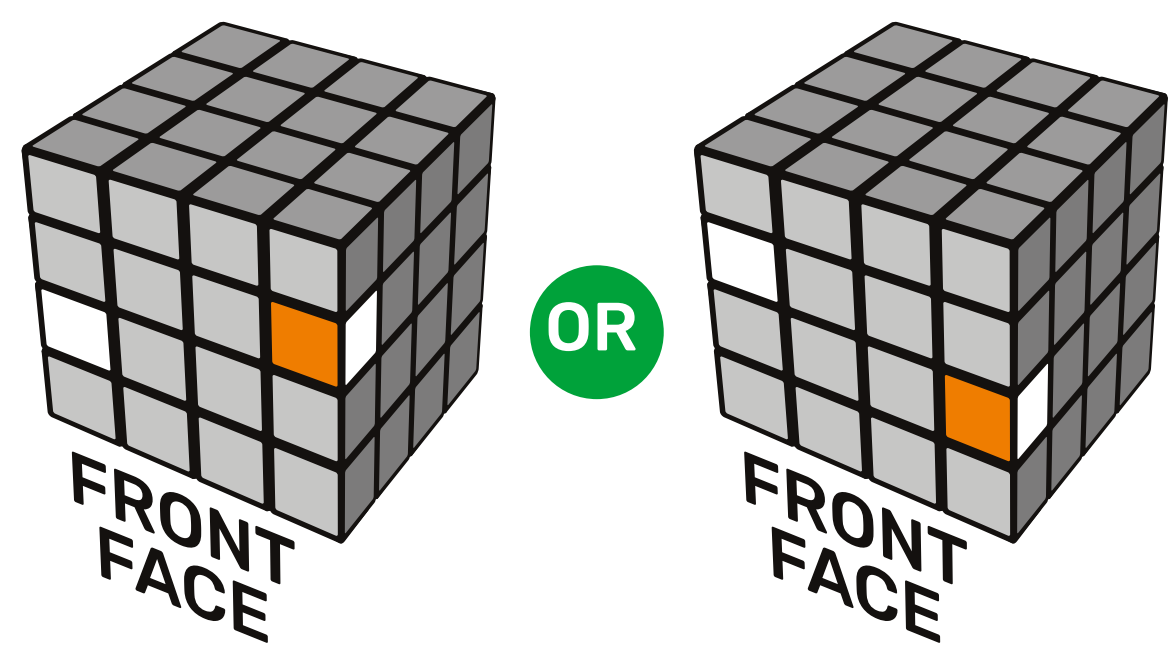


Go to Action 2

Skip to Action 3

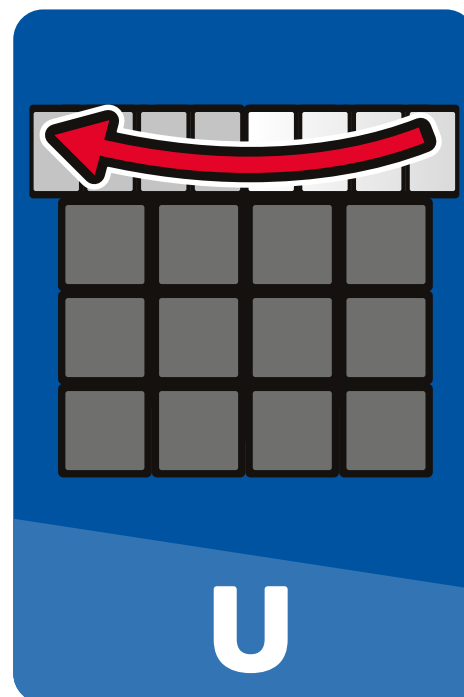
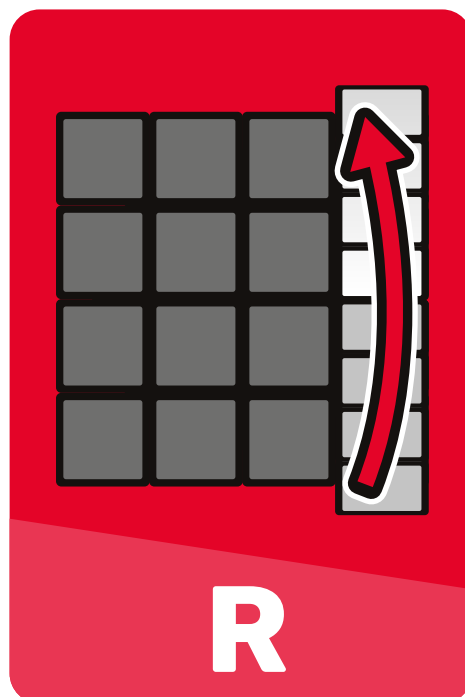
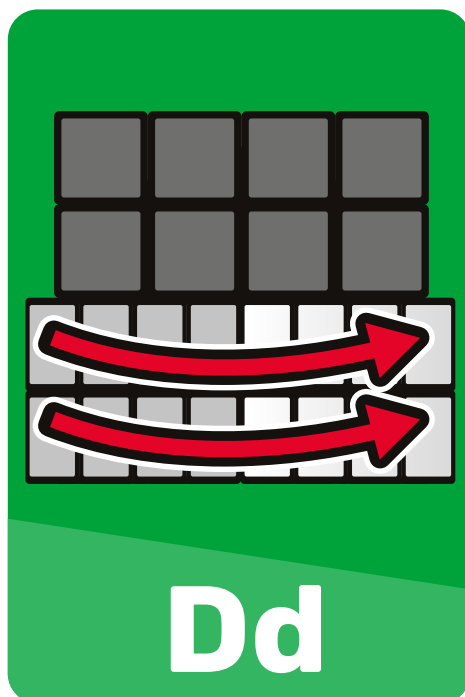
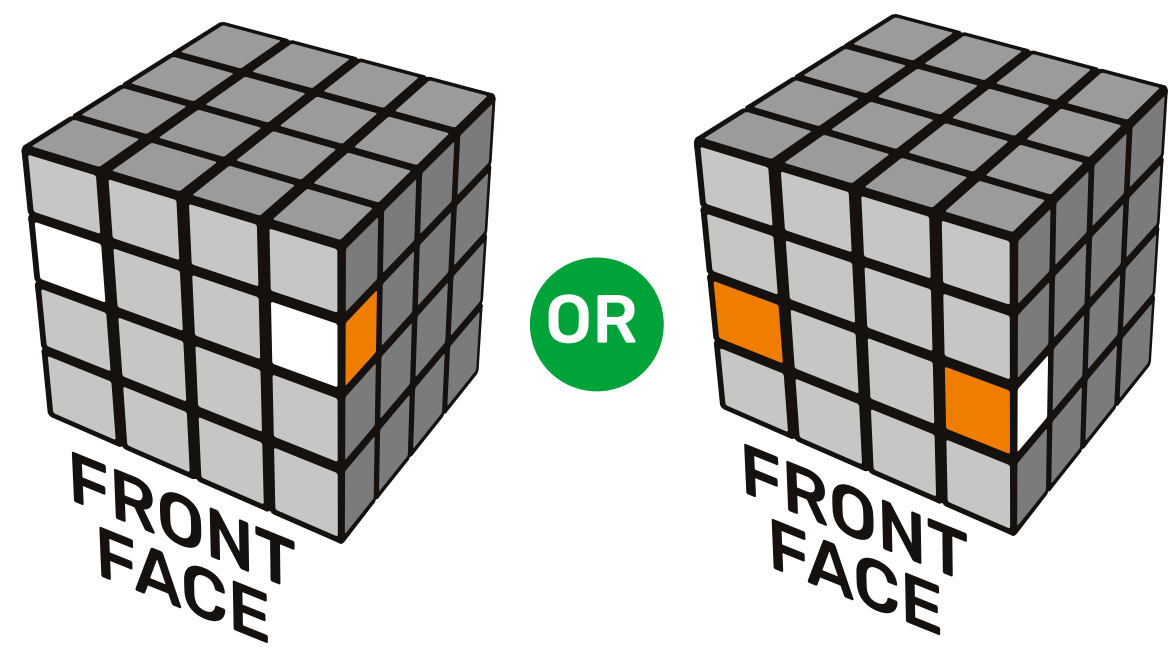
## Action 2

If the edges are not directly across from each other, follow this sequence to line them up.

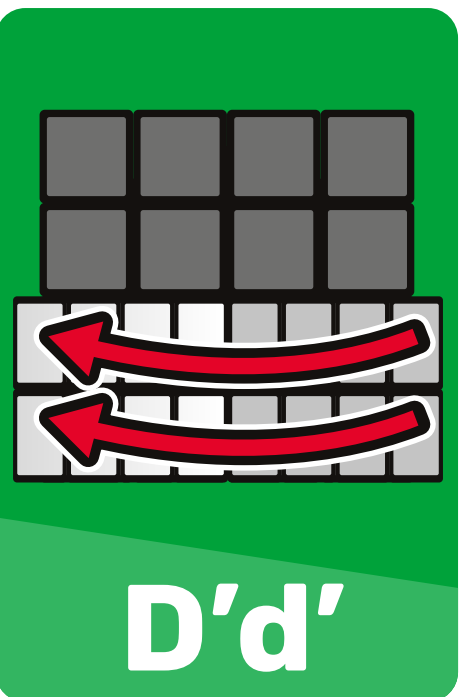
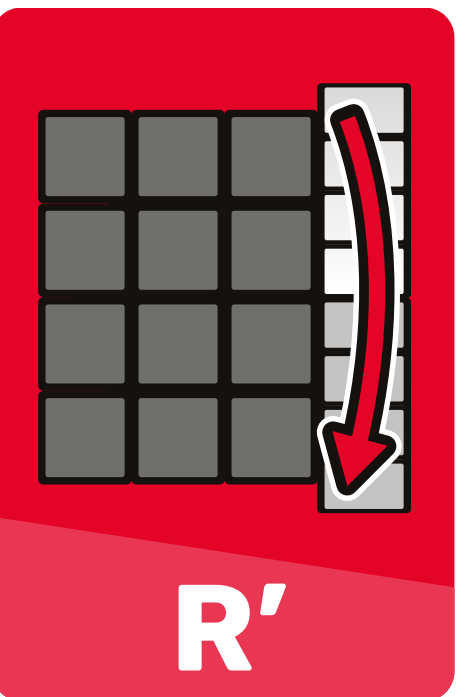


## Action 3

Once the edges are across from each other, follow this sequence to pair them.



**D**don't      **R**un      **F'**ast      **U**nless

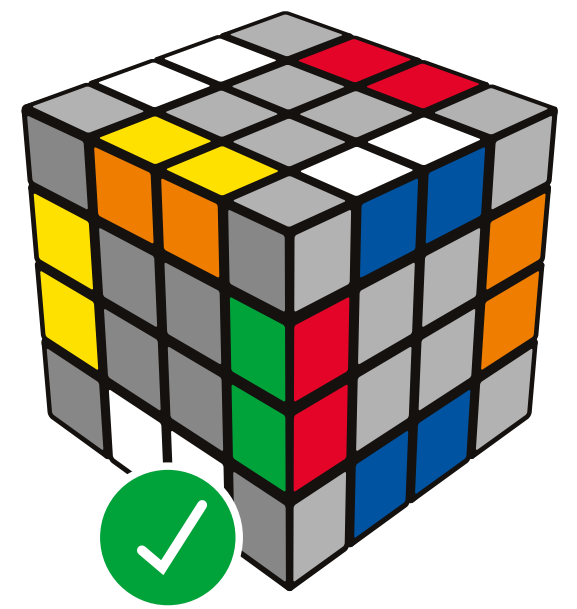


**R'**unning      **F**ast      **D'd'**aily

The phrase to the left may help you remember the algorithm.

## Action 4

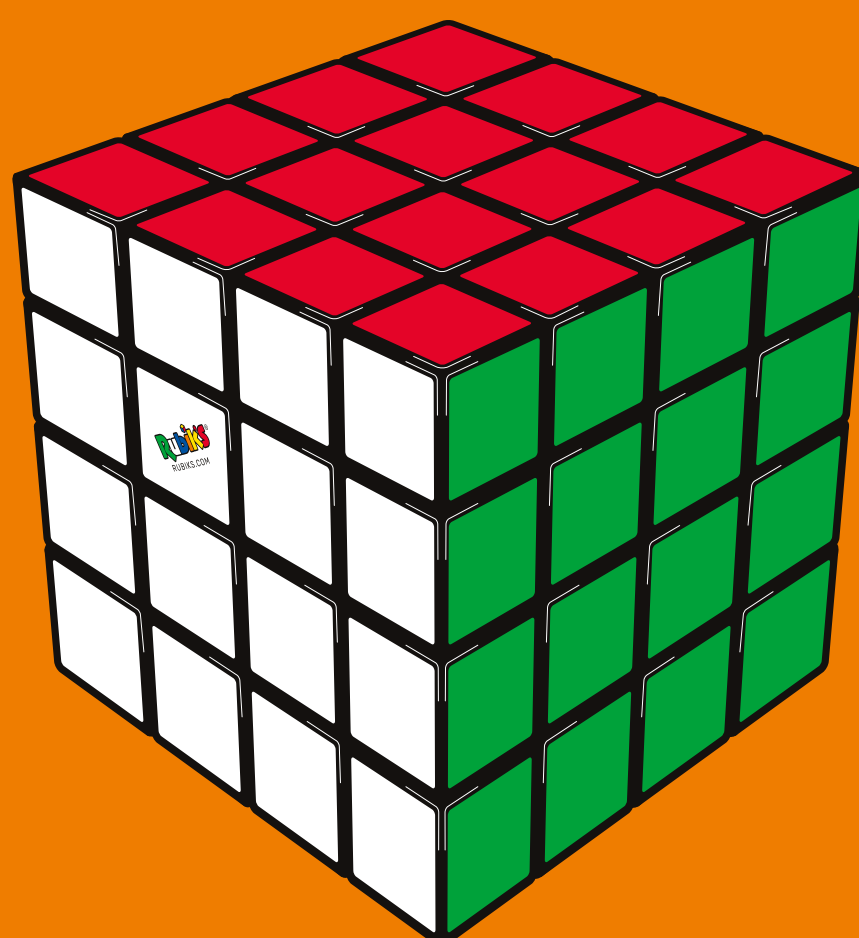
Repeat **Actions 1-3** until all 24 edge pieces are paired.



# CONGRATULATIONS!

You have now paired the edges!

Scroll on to solve the Rubik's Master like the Rubik's Cube.

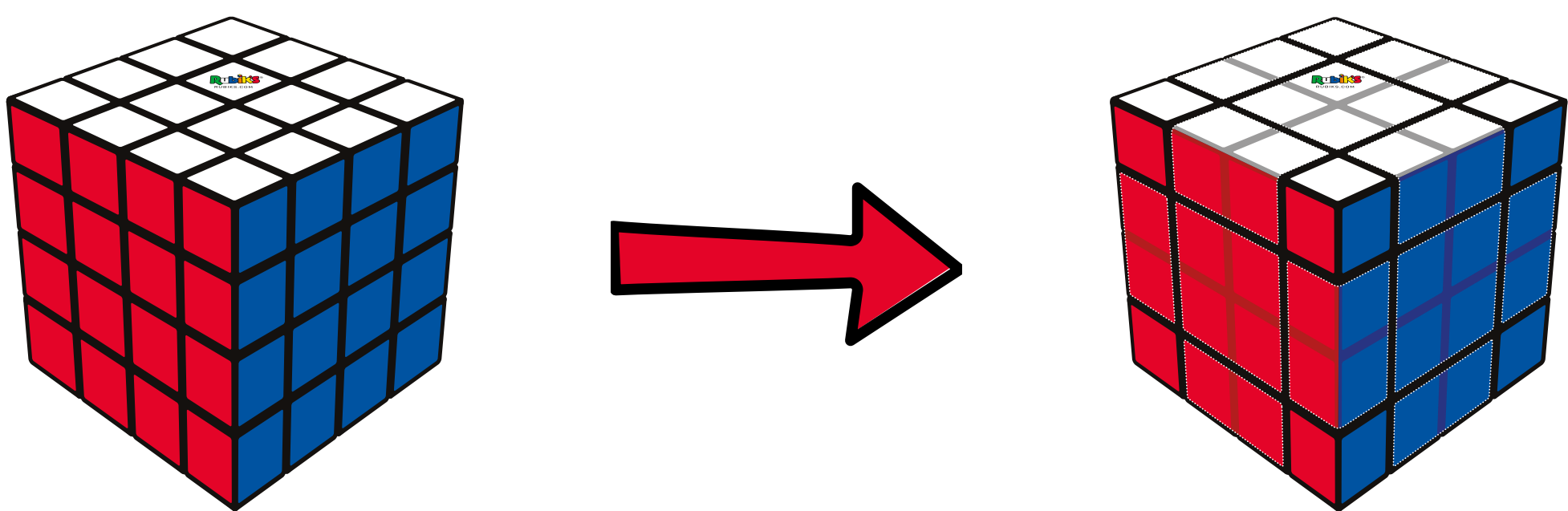




### STEP THREE:

# SOLVE THE RUBIK'S MASTER LIKE THE RUBIK'S CUBE

- After grouping the centers and pairing the edges, the Rubik's Master can now be solved like the Rubik's Cube.

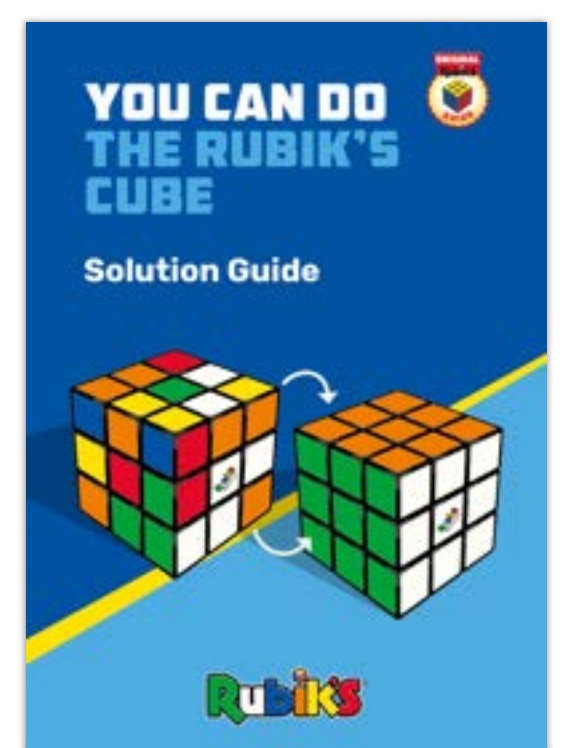


- There may be two times when solving the Rubik's Master like a Rubik's Cube that additional steps are needed that are not covered in the Rubik's Cube Solution Guide. These two cases are referred to as **parities**. The parity fixes can be found on **pages 22** (Make the yellow cross) and **24** (Position the final yellow edges) of this guide.



**A SOLUTION GUIDE FOR THE  
RUBIK'S CUBE (3X3) CAN BE  
FOUND AT:**

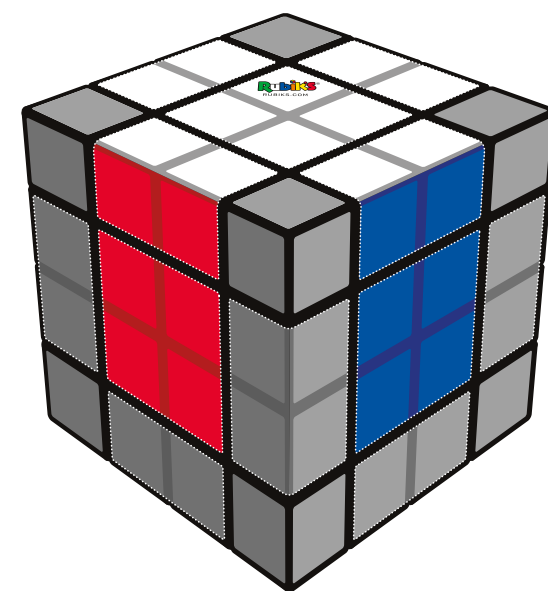
[www.rubiks.com](http://www.rubiks.com)





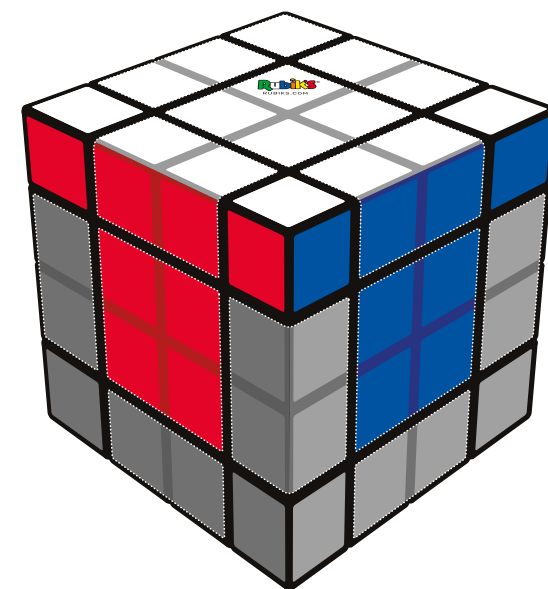
## Action 1

### Solve the White Cross



## Action 2

### Solve the White Corners

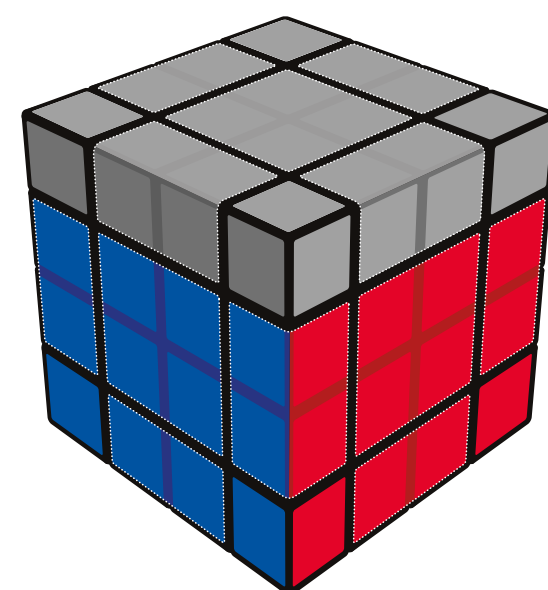


#### SOLVING THE WHITE CORNERS

If you can't solve the White Corners, you may have the Centers in the wrong color order. You'll need to go back and resolve the Centers and Edges.

## Action 3

**Solve the Middle Layer** keeping the paired edges together as one piece. This picture shows the Rubik's Master with the White face down.



**WHEN SOLVING THE RUBIK'S MASTER LIKE A RUBIK'S CUBE, ONLY TURN THE OUTSIDE FACES.**

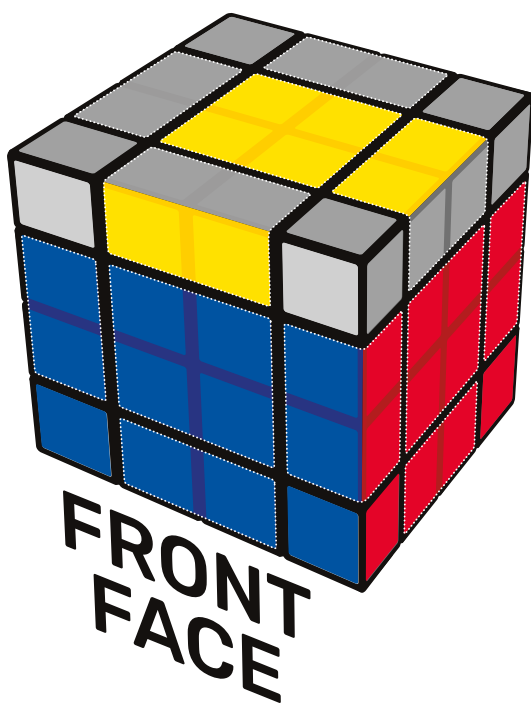
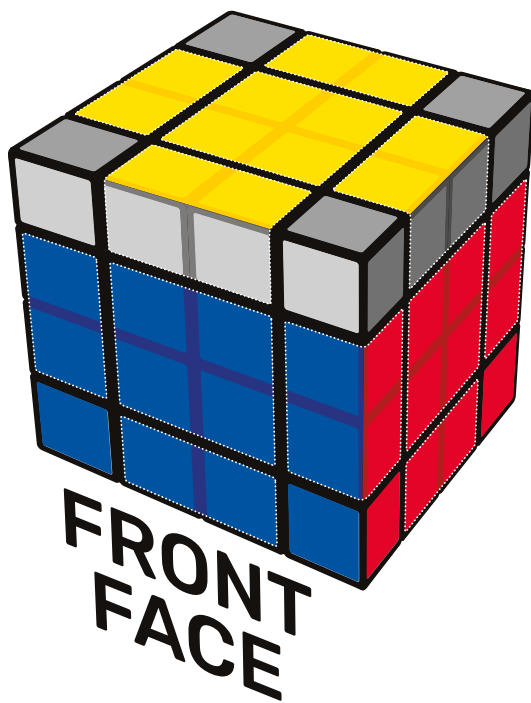
STEP THREE:

SOLVE THE RUBIK'S MASTER  
LIKE THE RUBIK'S CUBE

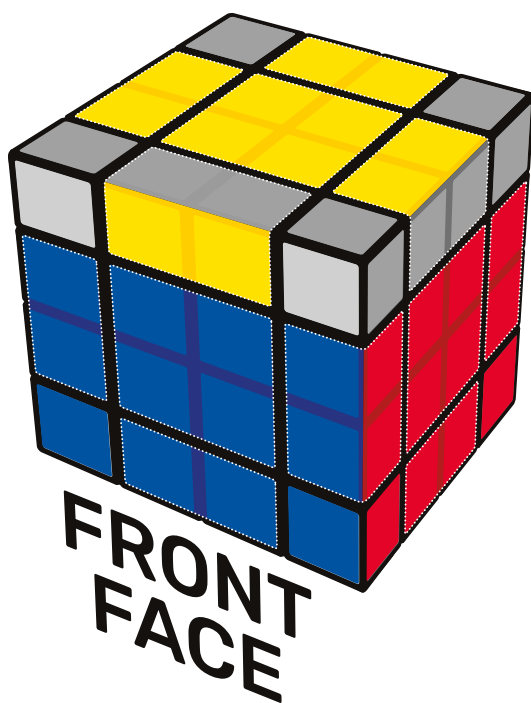
Action 4

Make the Yellow Cross

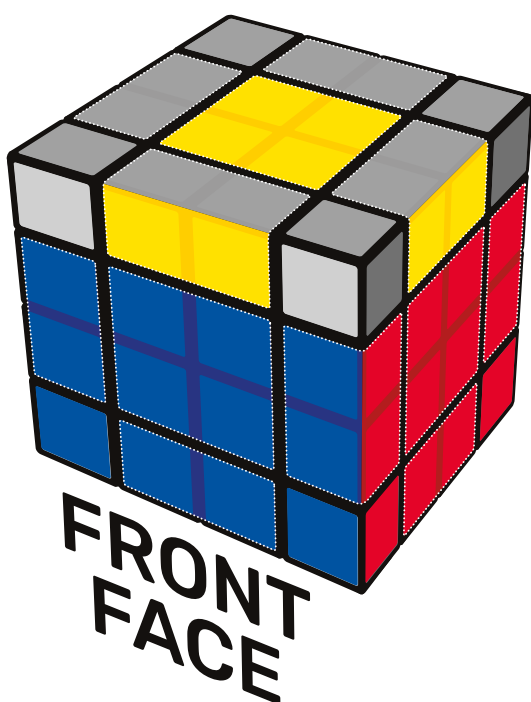
- If you have 1 or 3 Yellow edge pairs on the UP face, follow the algorithm for **fixing the parity** on the following page.



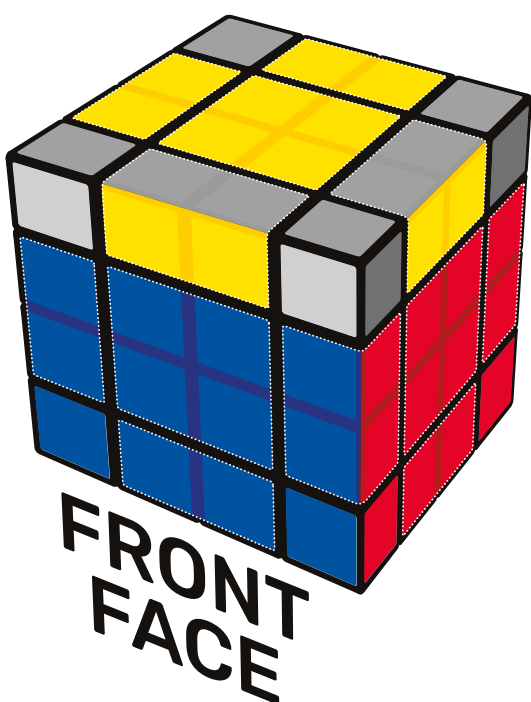
OR



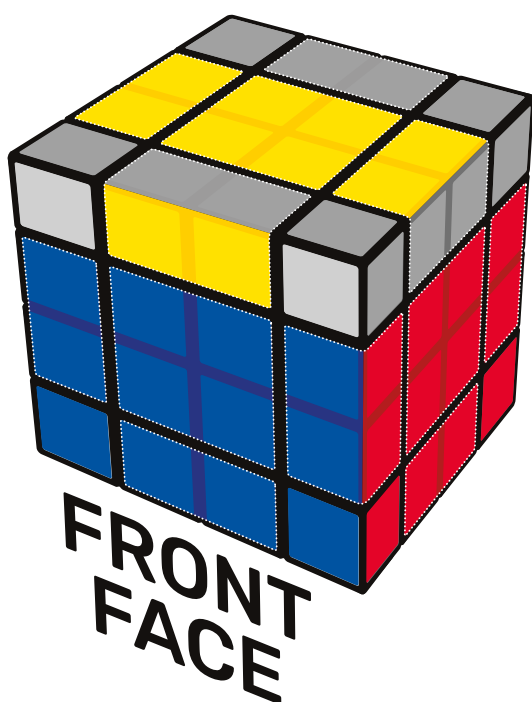
- If you have 0 or 2 Yellow edge pairs on the UP face, follow the Rubik's Cube Solution Guide.



OR

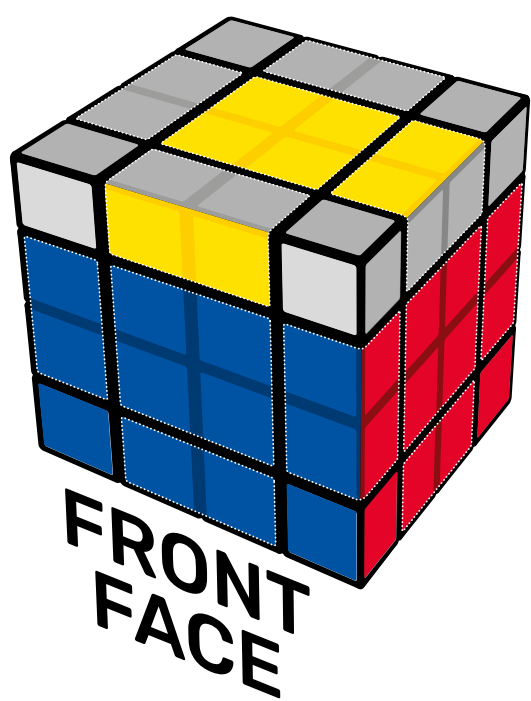


OR

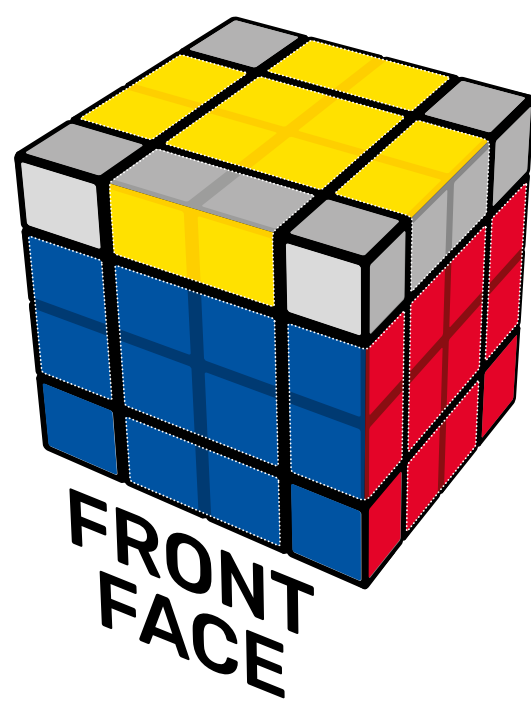


Fixing the Parity

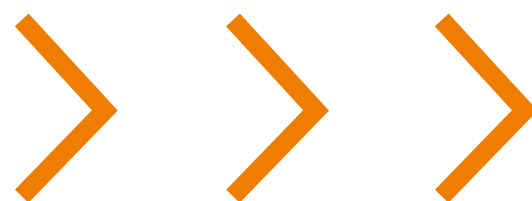
If you have 1 or 3 Yellow edge pairs on the UP face, hold your Rubik's Master to match one of these images and then follow this algorithm:

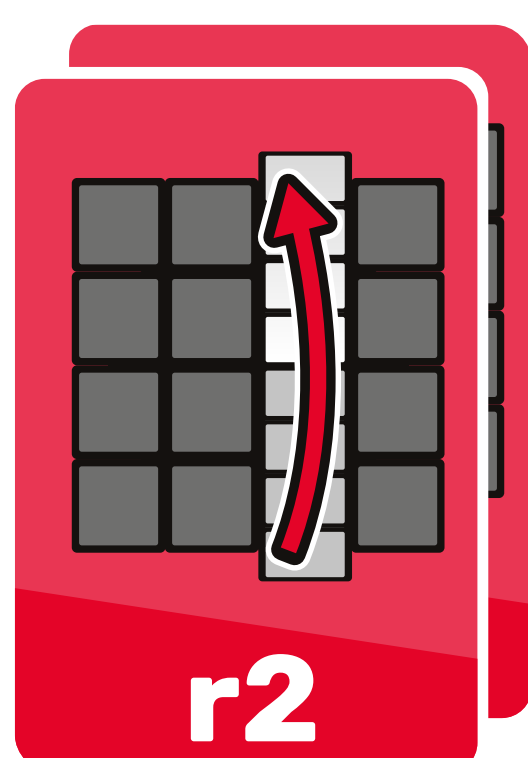
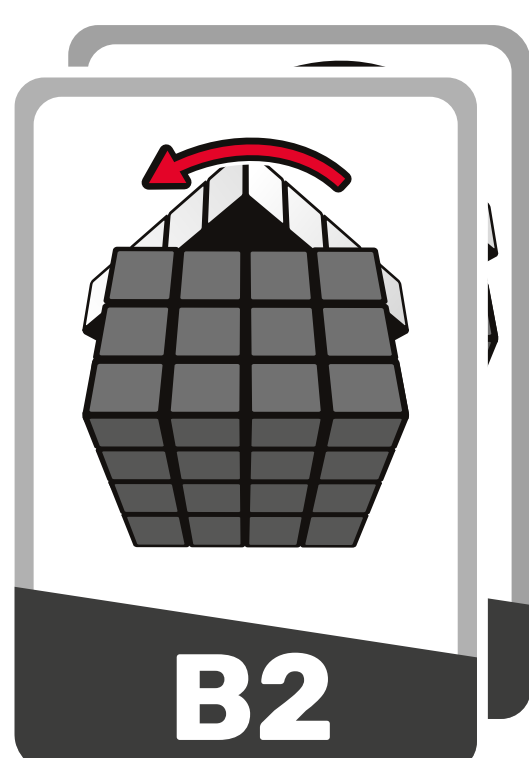
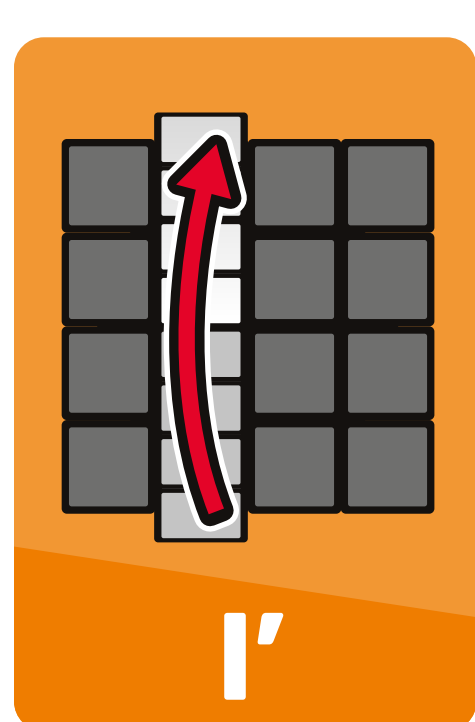
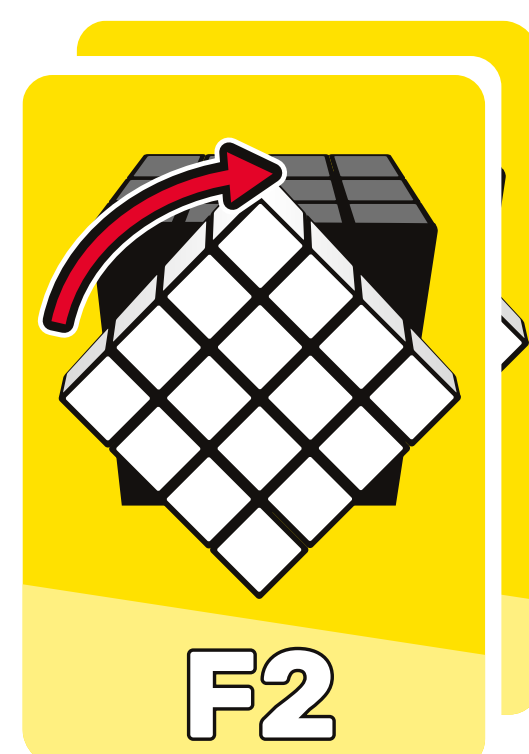
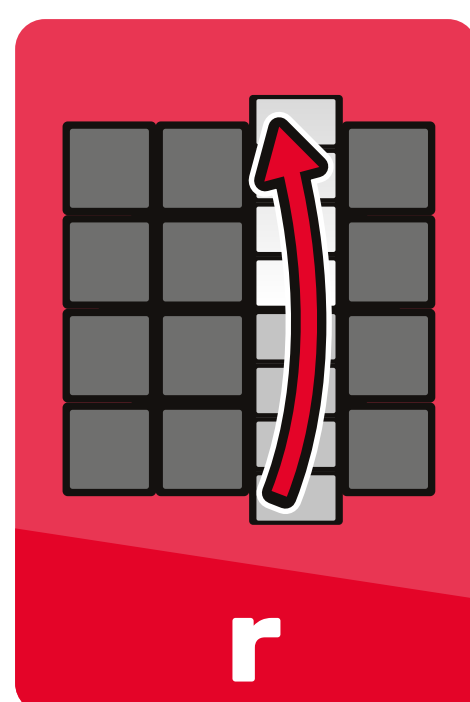
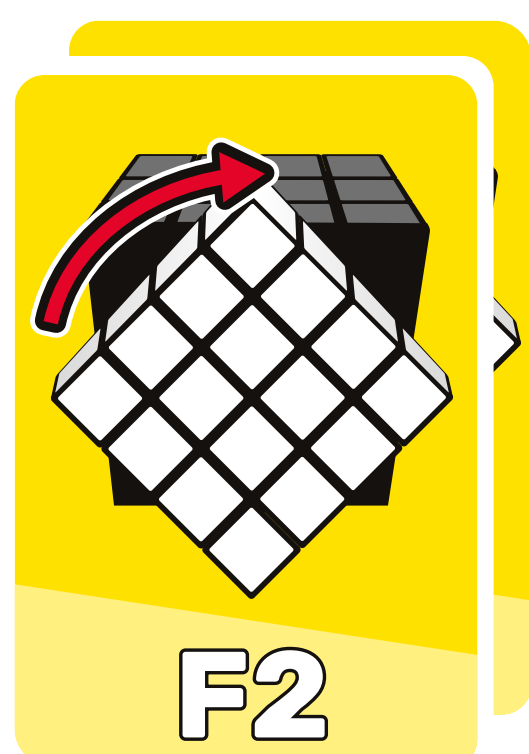
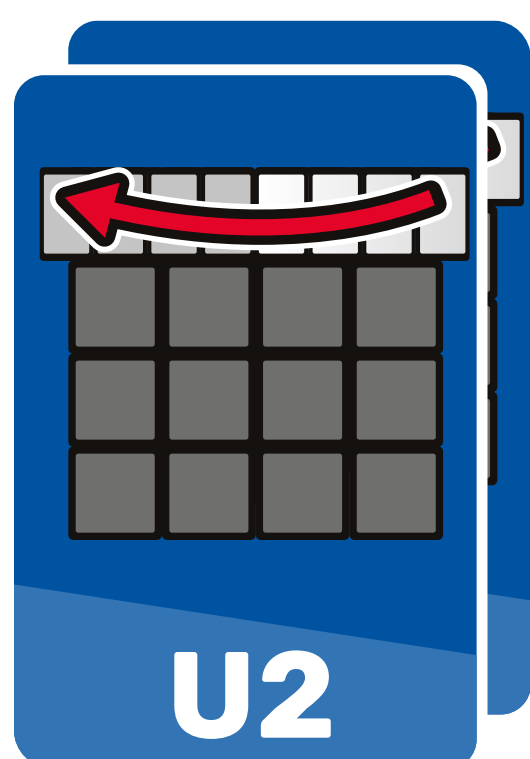
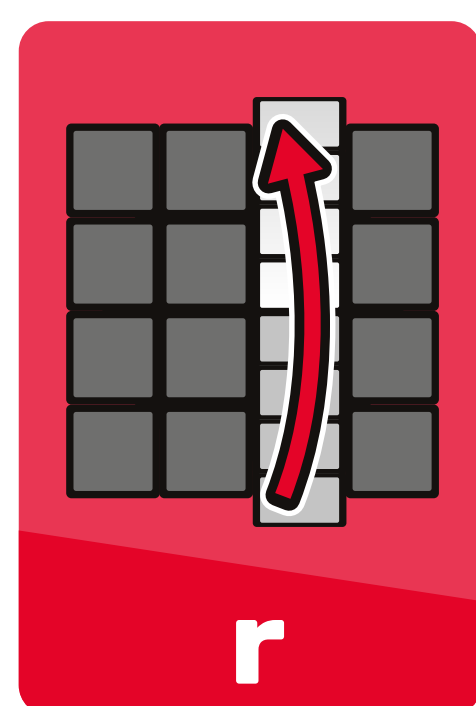
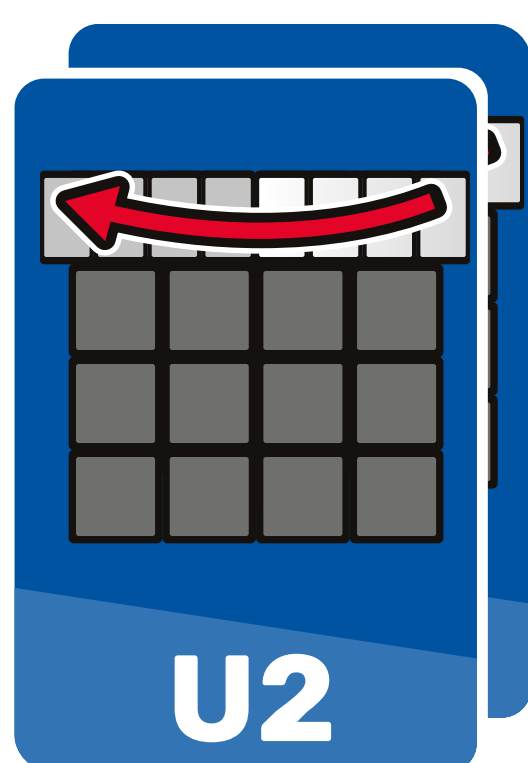
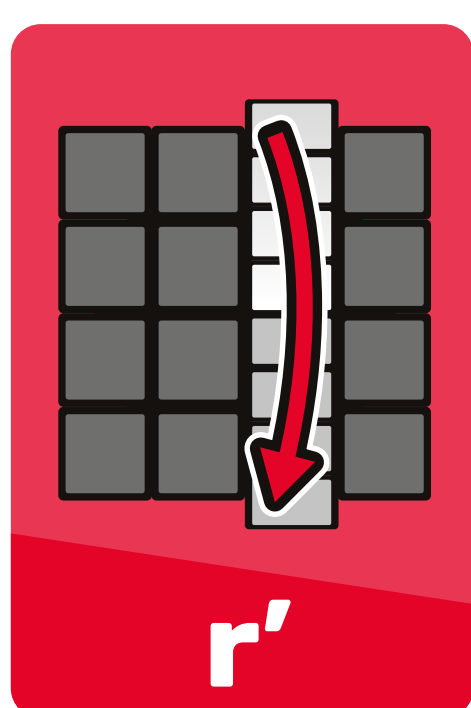
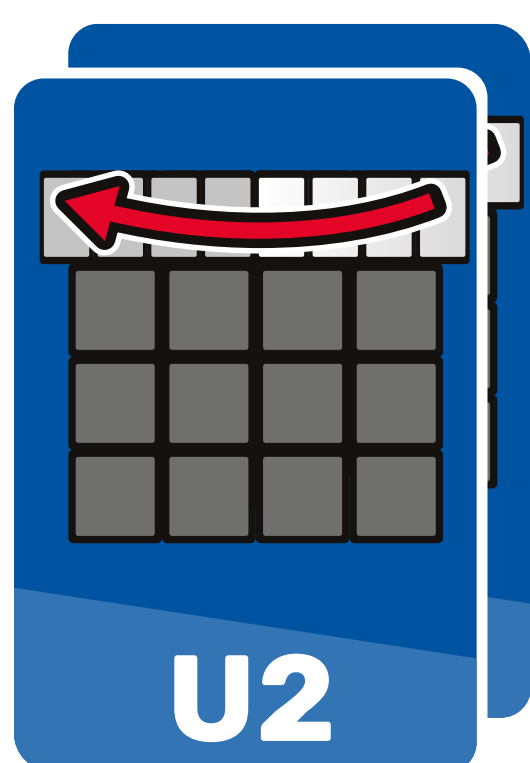
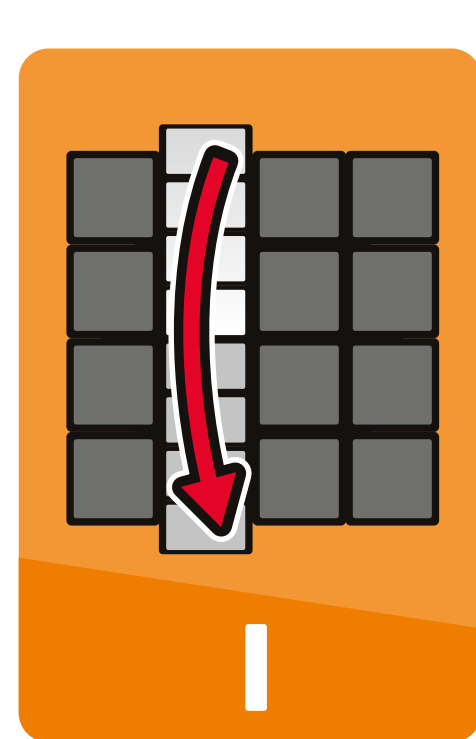
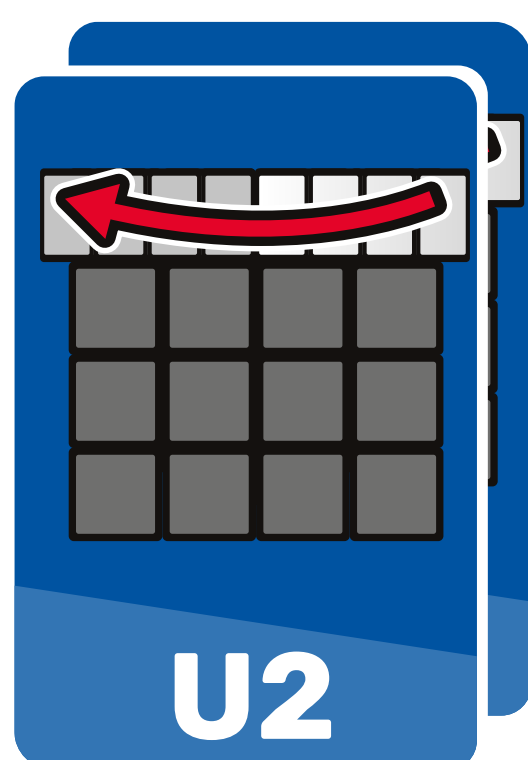
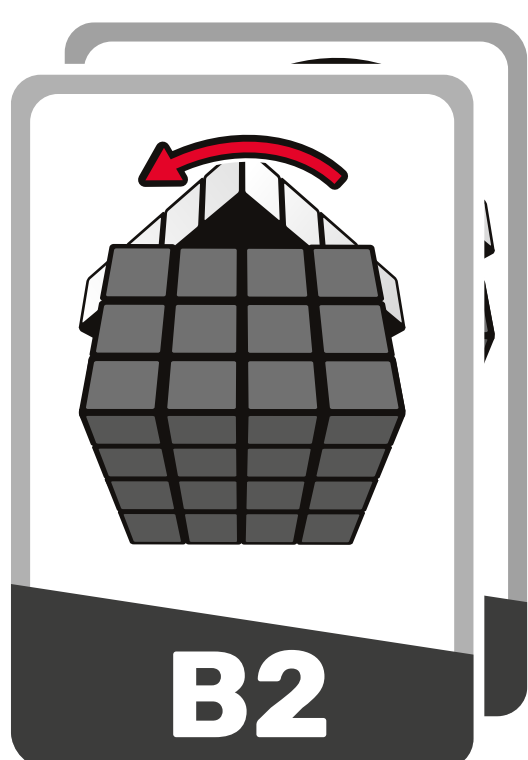
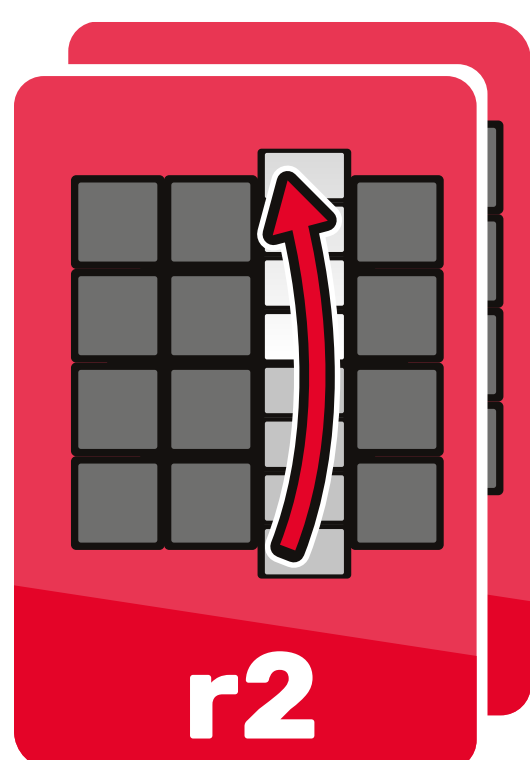


OR



ALGORITHM ON NEXT PAGE





Once you have fixed the parity go to **Action 5** on **page 24**.



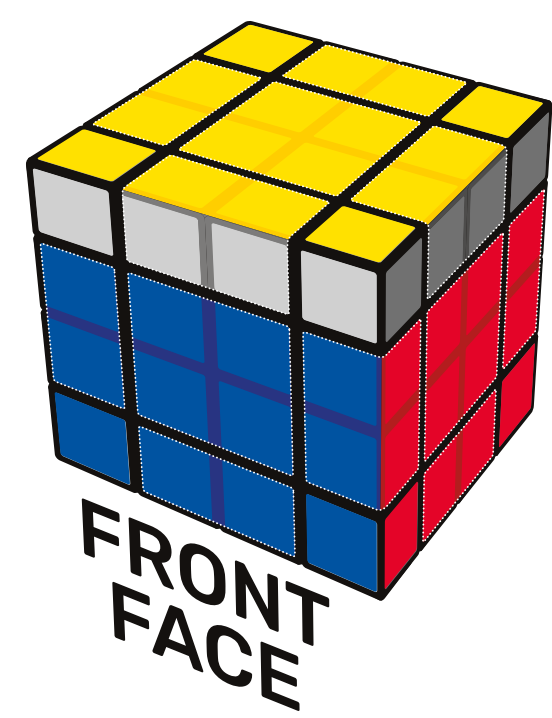
Notice that the LEFT and RIGHT are slice turns. FRONT, BACK, and UP are face turns.

**STEP THREE:**

**SOLVE THE RUBIK’S MASTER  
LIKE THE RUBIK’S CUBE**

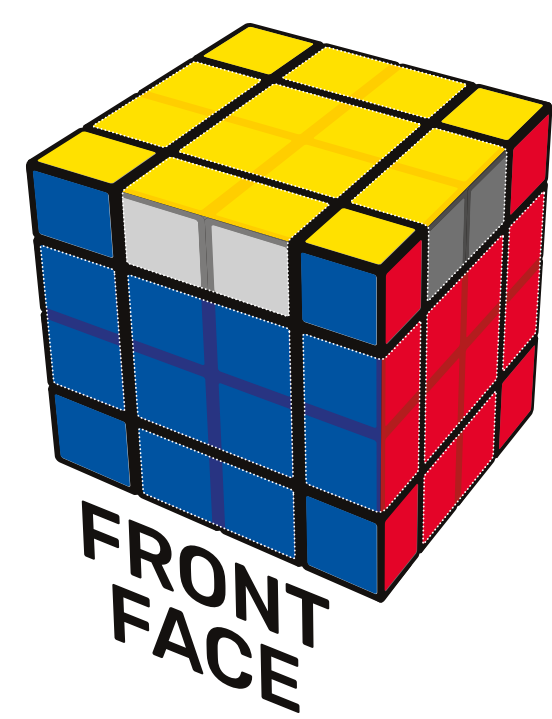
**Action 5**

**Make the UP face all Yellow**



**Action 6**

**Position the Yellow Corners**



**Action 7**

**Position the final Yellow Edges**

This is where the second parity may occur and you need to use algorithms that are not in the Rubik’s Cube Solution Guide.

Determine how many of the Yellow edge pairs are in the correct position, and follow the directions that match your Rubik’s Master.

**ACTION CONTINUES ON NEXT PAGE**



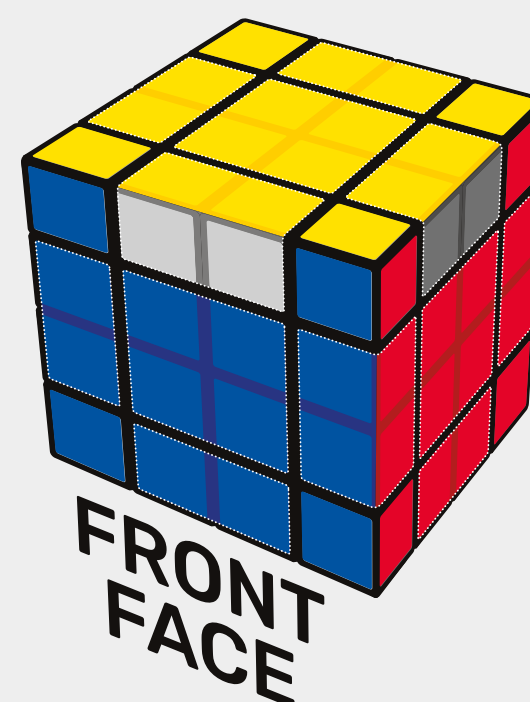


If there are **NO YELLOW EDGE** pairs positioned correctly:

- Follow the algorithm in the **Rubik's Cube Solution Guide**.

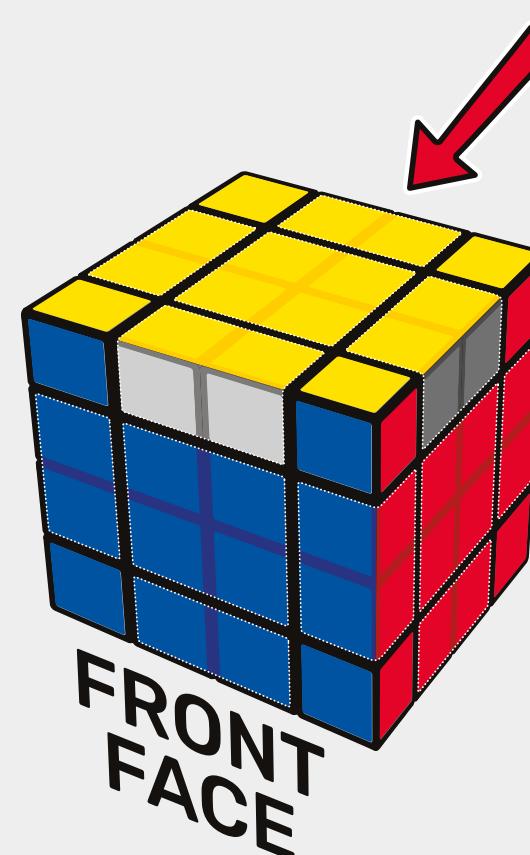
You will end up with 1 or 2 edge pairs positioned correctly.

- If one Yellow edge pair is now placed correctly, follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow Edges.
- If two Yellow edge pairs are now placed correctly, follow the directions on the next page.



If there is **ONE YELLOW EDGE PAIR** in the correct position:

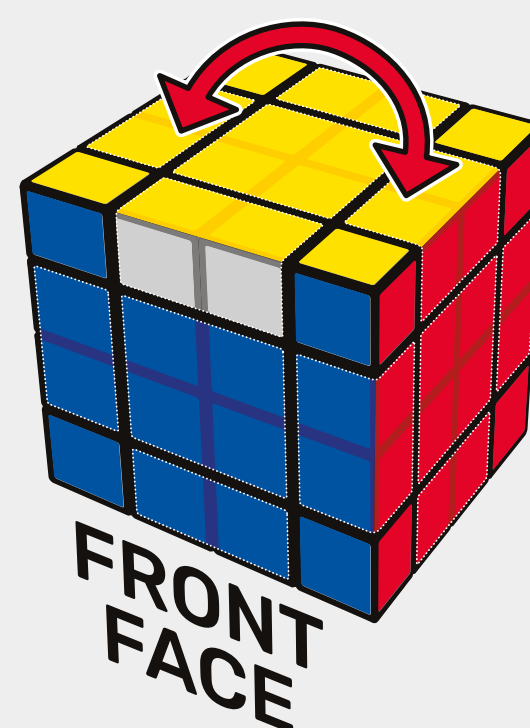
- Follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow Edges.



Solved edge in the correct position

If the **TWO CORRECTLY PLACED EDGE PAIRS** are opposite each other:

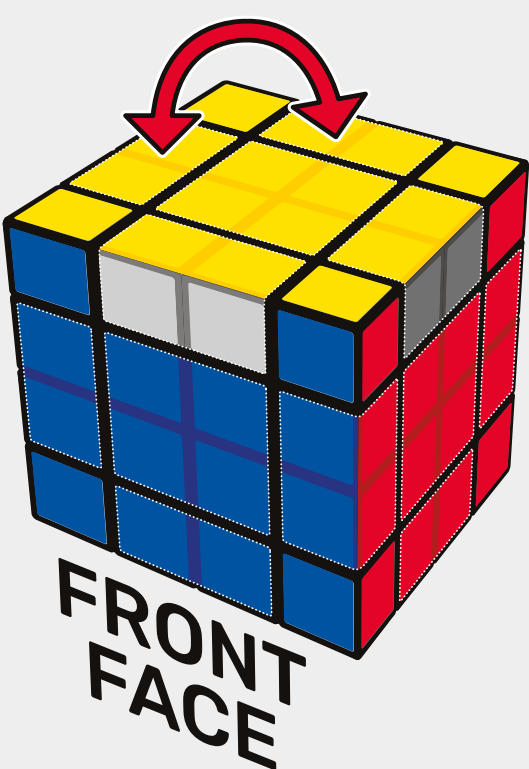
- Hold the Rubik's Master so the correctly placed edge pairs are on the LEFT and RIGHT faces.
- Follow the algorithm on **page 26** to fix the parity.



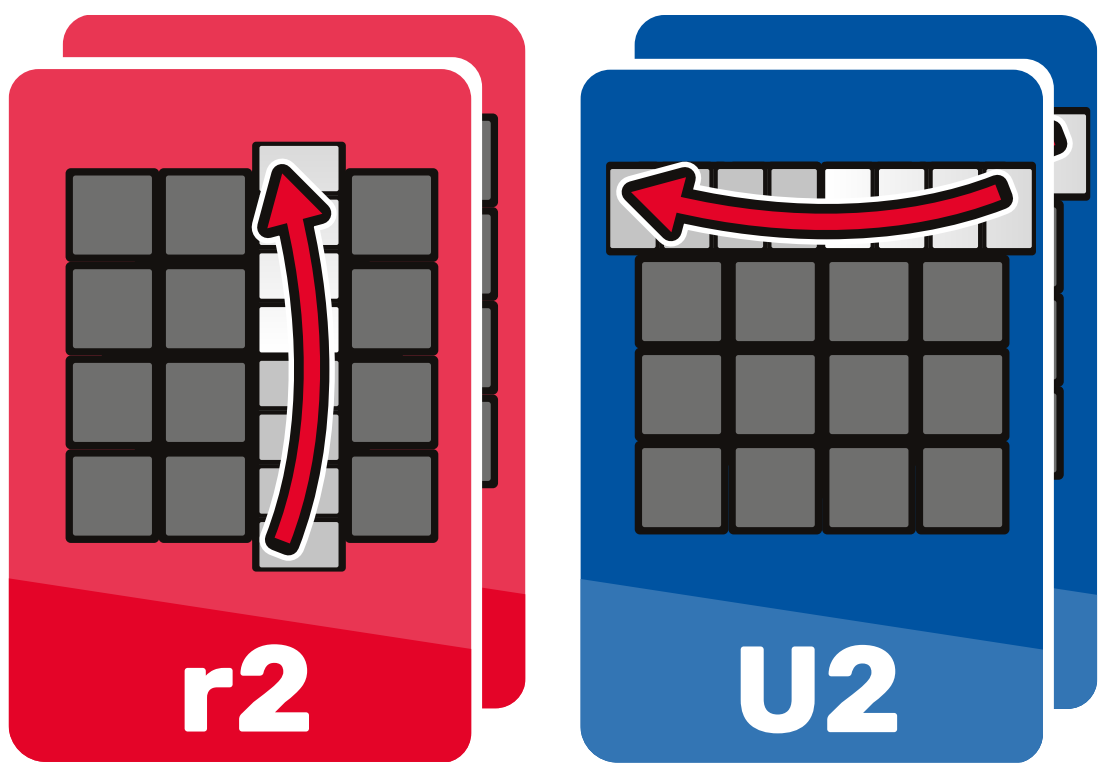
**ACTION CONTINUES ON NEXT PAGE**



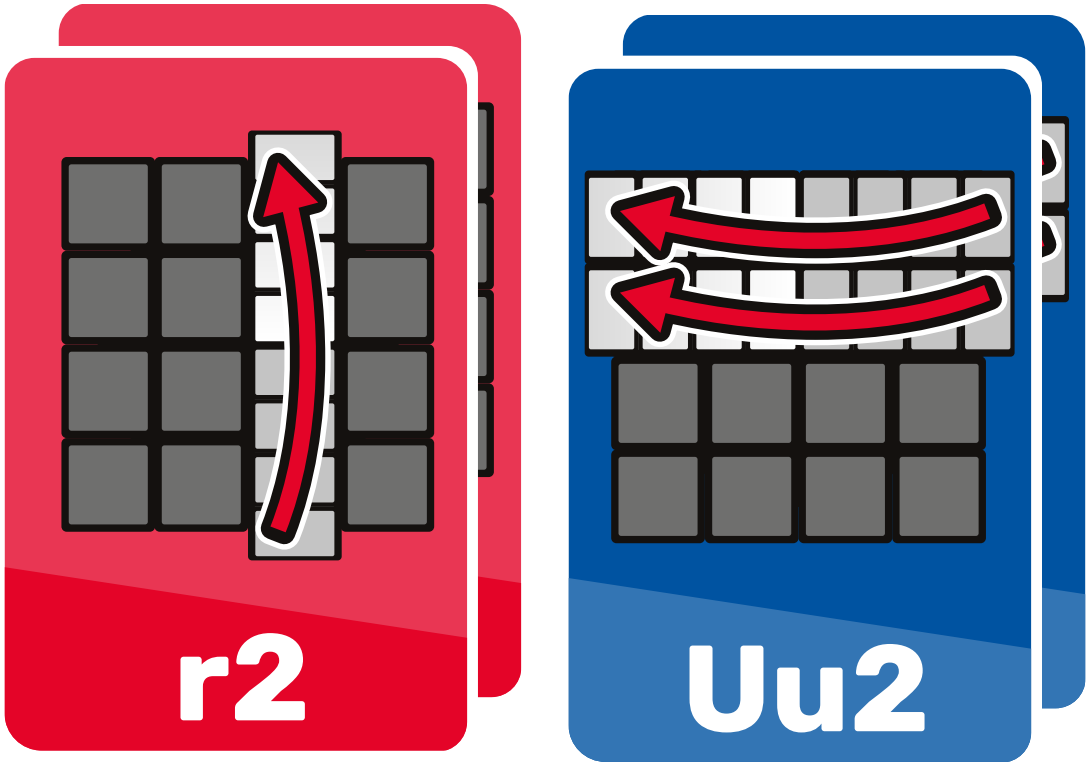
If the **TWO CORRECTLY PLACED EDGE PAIRS** are adjacent (next to each other):



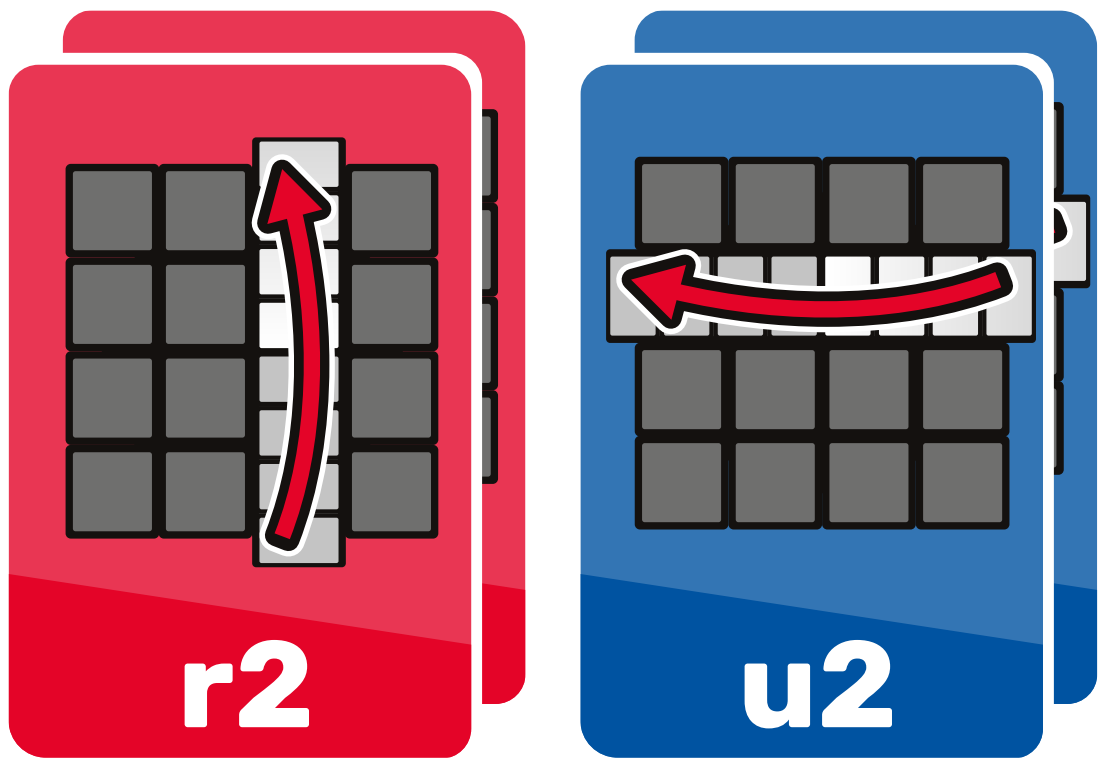
- Hold the Rubik's Master so the correctly placed edge pairs are on the LEFT and BACK faces.
- **Follow the algorithm below to fix the parity.**
- Finally, follow the algorithm in the **Rubik's Cube Solution Guide** for positioning Yellow edges.



Are you?



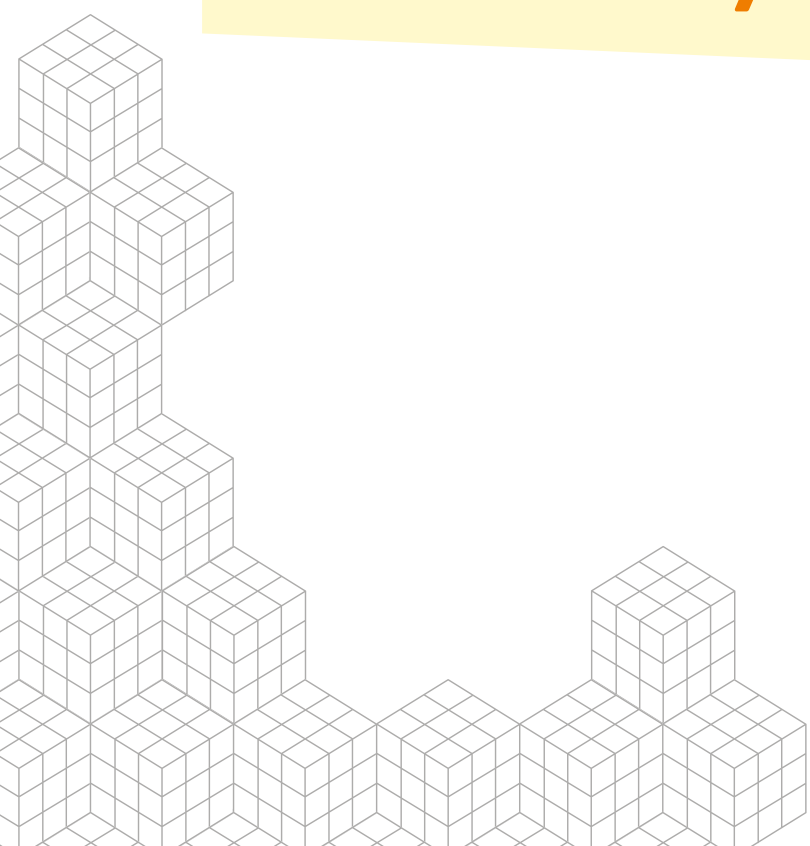
Are you you?

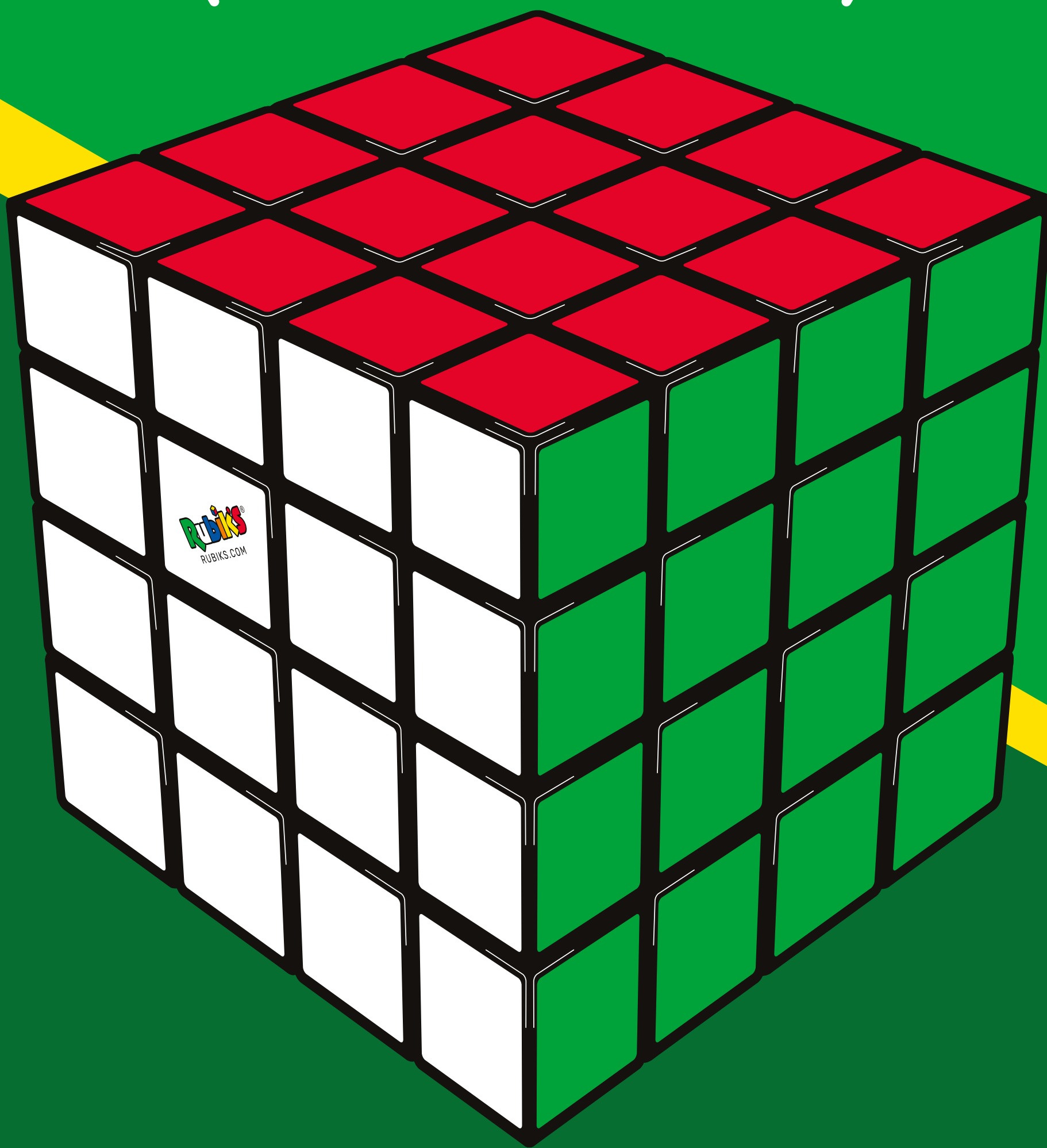


Are you?



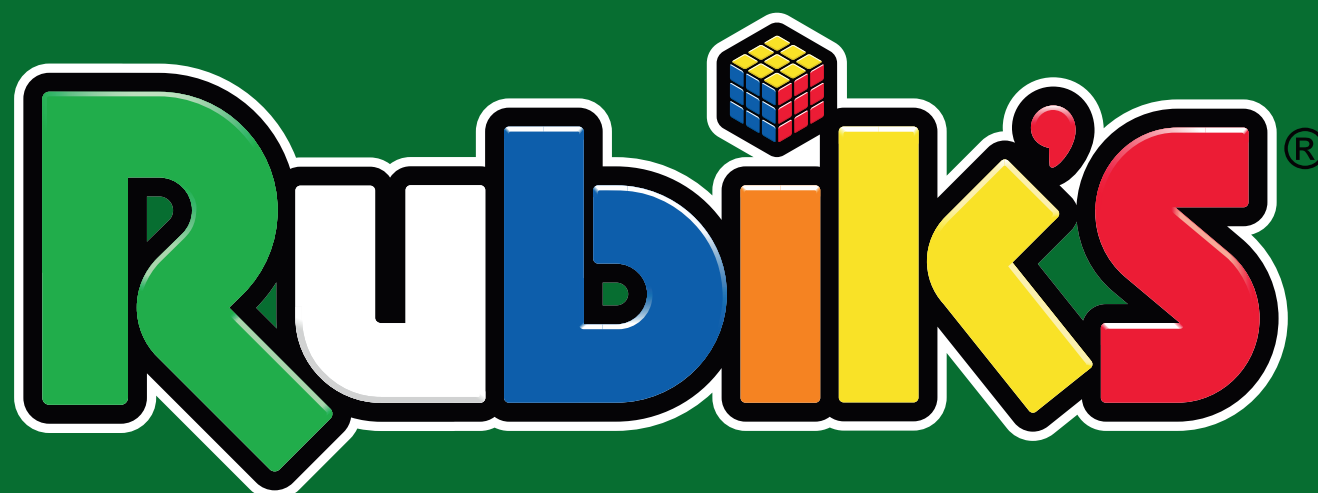
Notice all the RIGHT turns are slice turns. The words are there to help you remember the algorithm.



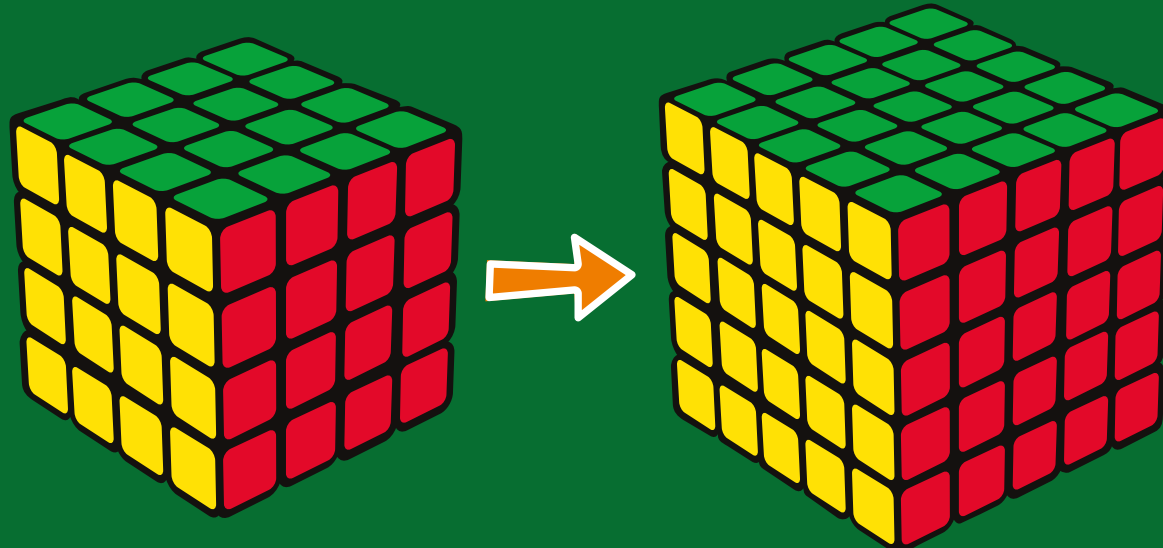


# CONGRATULATIONS!

You have solved the Rubik's Master!



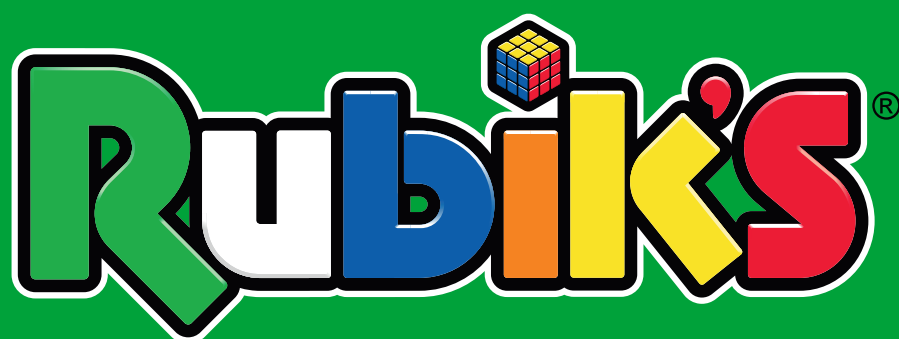
# TRY A DIFFERENT CHALLENGE



**RUBIK'S  
MASTER**

**RUBIK'S  
PROFESSOR**

Available at: **RUBIKS.COM**



More Rubik's Brand resources available  
on [Rubiks.com](https://rubiks.com)



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