

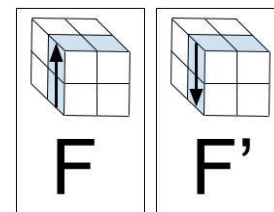
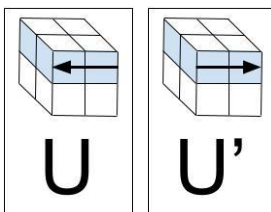
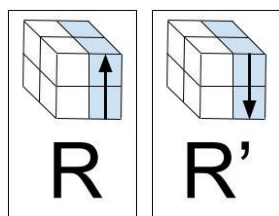
## Step 1: buy a good cube

There are many cubes around that simply are not up to standard; if your cube cannot turn a face  $90^\circ$  with one flick then it is not up to standard.

Buying a better cube is an important step if your cube is not up to standard as using a bad cube will be detrimental to your future speed.

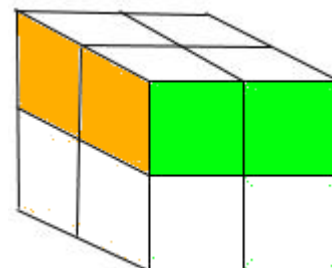
## Step 2: learn the notation

You need to learn the following notations to continue:



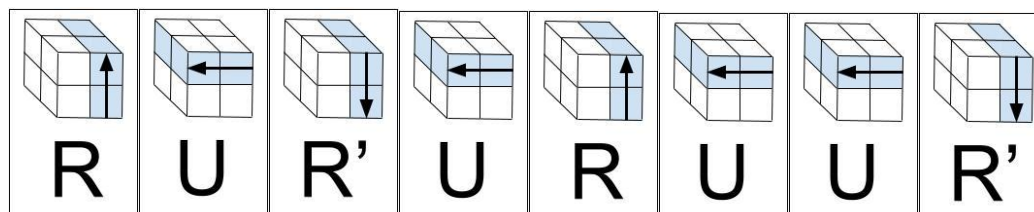
## Step 3: solve the first layer

This step is easy so no instructions are necessary, just play about with your cube until you achieve the position shown



## Step 4: orientate the last layer

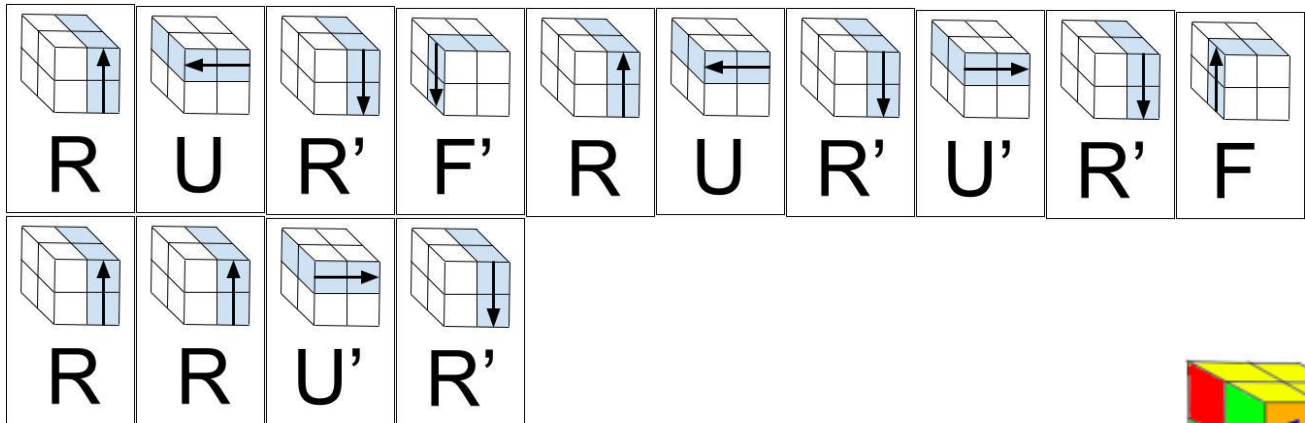
You need to learn this algorithm:



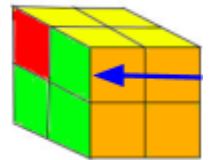
This is the same as suno from the 3x3x3, so repeat the algorithm until the last layer corners are orientated. If you have only one correct corner then hold it in the front-left position

## Step 5: permute the last layer

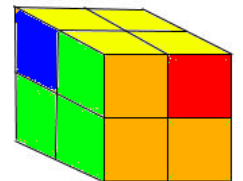
You need to learn this algorithm:



If you have two correct corners next to each other, as shown, then rotate them to the left and do the algorithm once.



If you do not have two correct corners next to each other, as shown, then do the algorithm and you will.



Your 2x2x2 should now be solved

## What next?

The cubing community is a fast-growing worldwide community

The World Cube Association hosted 1154 cubing competitions in 2018. You can see if there are any near you at

[www.worldcubeassociation.org/competitions](http://www.worldcubeassociation.org/competitions)

