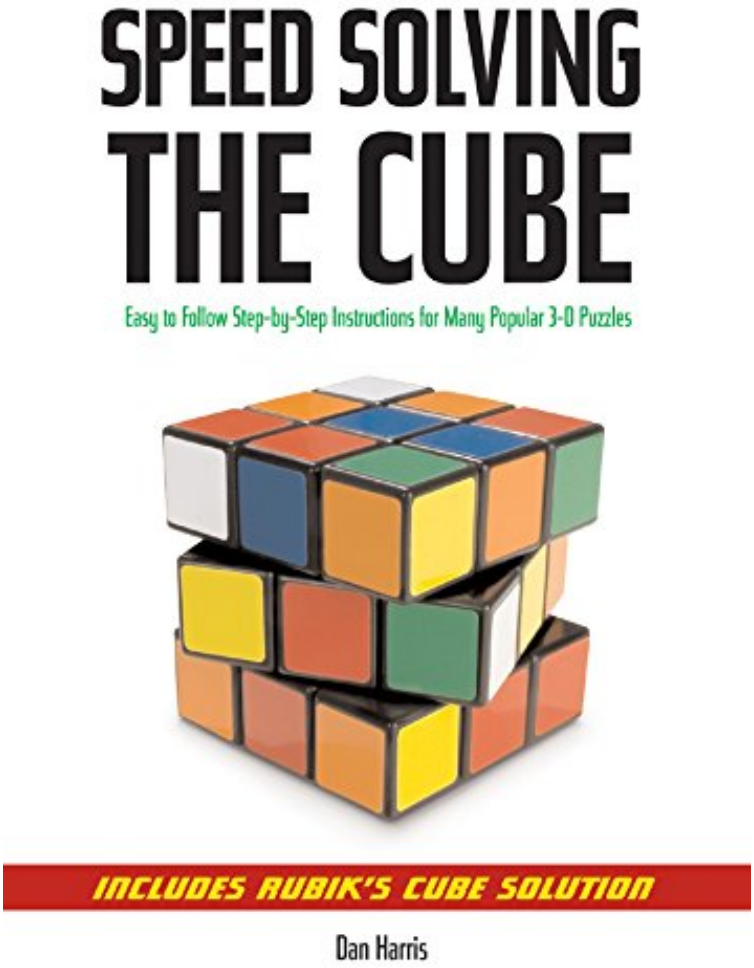
Speedsolving the Cube: Easy-to-Follow, Step-by-Step Instructions for Many Popular 3-D Puzzles

Dan Harris



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Dan Harris : Speedsolving the Cube: Easy-to-Follow, Step-by-Step Instructions for Many Popular 3-D Puzzles before purchasing it in order to gage whether or not it would be worth my time, and all praised Speedsolving the Cube: Easy-to-Follow, Step-by-Step Instructions for Many Popular 3-D Puzzles:

27 of 27 people found the following review helpful. full errata corrections given here for a decent, slightly dated transition out of beginner's methodBy RockinRyanThis book is a decent travel companion or for times when you aren't near a computer. Watching videos will likely teach more people more quickly, but I knew this and still purchased the

book. I've only worked with the 2x and 3x cubes so far and it's been a useful reference.The book is probably most appropriate for people moving from beginner to intermediate. Though you could certainly learn from the ground up here, I found online references (You CAN do the cube dot com) more than sufficient to learn the beginner's method where the tight binding of this little book is not fighting you physically why trying to wrap your head around your first solves. I also have benefited more from watching specific UTube video collections than from the book (badmephisto and crazybadcuber come to mind) but even still, I'm happy to have something that isn't a video device.Quite simply - this is just a supplement to all the videos I watch. It's a little dated. It's little in size. It's okay and very inexpensive.If you're finding that the algorithms are incorrect on the 2x2x2 or the 3x3x3 odds are you're making an error with the notation. My favorite mistake when I'm tired is to start applying B's to the bottom instead of the back. Remember, D for Down, B for back! That said, there are some known errors, primarily concentrated in the 5x5x5 section. I'm including the complete list of corrections from the original errata page for your reference. I took a fine Sharpie and applied all the corrections in one pass.ERRATA:A full set of corrections - From the Way Back Machine, as the original site is now gone:Page 12 - Table 3.4 Move Notation Scheme - Cube RotationsIn the book: "...z2 means rotate the cube 180 clockwise so that the U-face becomes the D-face, and the R-face stays the same." Correction: "...z2 means rotate the cube 180 clockwise so that the U-face becomes the D-face, and the F-face stays the same."Simple oversight.* * *Page 31 - Table 4.5b Adjacent Edge Swap AlgorithmIn the book: R U2 R' U' R U' R' 1 U2 1 R U R' U R U2 R' Correction: R U2 R' U' R U' R' + U2 + R U R' U R U2 R'The 1's should be replaced with + signs to indicate that the algorithm comes in three parts. First you do the Permute Edges Clockwise algorithm, then a U2, and finally the Permute Edges Counter Cockwise algorithms.* * *Page 36 - Table 4.8 Swap Adjacent Corners AlgorithmIn the book: R' F9 L' F R F' L F R' F' L F R F' L' F Correction: R' F' L' F R F' L F R' F' L F R F' L' FF9 should be written as F'* * *Page 43 - Table 5.1In the book: 0.00005 Correction: 0.0005The % of total cross cases that can be solved in 0 moves is 0.0005, or 5*10^-4.* * *Page 56 - Tables 5.8 and 5.9The table titles have been switched by mistake. Where it says "Counterclockwise" in the title of Table 5.8 read Clockwise, and vice-versa in Table 5.9* * *Page 125 - Table 8.3 Both AlgorithmsIn the book: Corner-Center at Front: (R r) U (R' r') U (R r) (U2 u2) (R' r') (R r) Correction: Corner-Center at Front: (R r) U (R' r') U (R r) U2 (R' r')In the book: Corner-Center on Bottom: (R2 r2) U (R2 r2) U (R2 r2) (U2 u2) (R2 r2) Correction: Corner-Center on Bottom: (R2 r2) U (R2 r2) U (R2 r2) U2 (R2 r2)Both algorithms are written slightly wrong, please study the corrections carefully to see how they should be written.* * *Page 126 - Table 8.4 Wing Edge in bottom layer, on the left.In the book: Move: D F D' (D' d') Correction: Move: D F D' F' (D' d')An F' has been omitted in printing.* * *Page 127 - Table 8.5 Both Algorithms for Centre-Edge piece in the bottom layer, and Right-hand diagramIn the book: Colours on Front Face are Nonmatching: R' F' U F (U' u') (D d) Correction: Colours on Front Face are Nonmatching: D F D' F' (U' u') (D d)In the book: Colours on Front Face are Matching: R U' R (U' u') (D d) Correction: Colours on Front Face are Matching: R' D R (U' u') (D d). Please note the Orange sticker on the D slice should be on the Center-Edge NOT the WIng-EdgeSome typing errors, please study corrections carefully.* * *Page 132 - Missing Sentence at end of pageIn the book: "If you don't know how to solve the 3x3x3, " Correction: "If you don't know how to solve the 3x3x3, please see the beginner method described in chapter 4 for guidance"Printing error.* * *Page 151 - Second algorithm from top (Cube in cube in cube pattern)In the book: U' L' U' F' R2 B' R F U B2 U B' L U' F U R F Correction: U' L' U' F' R2 B' R F U B2 U B' L U' F U R F'Final move should be F' not F.1 of 1 people found the following review helpful. This book contains the algorithms for speed cubing with a 3x3. Some useful information for 4x4, and good 5x5 instruction.By AnonymouslyThis book is a very good book for learning how to speed solve the 3x3 rubiks cube. However learning how to speed cube is time consuming and may or may not be worth it. I recommend SergsB on youtube, he has a wonderful tutorial on the 3x3, as well as the 4x4. That is where I learned to solve those cubes. This book contains the algorithms for speed cubing. If you can get the top cross then you can just learn how to orient from their which takes only several algorithms, permutation will take quite a few more algorithms. At any rate best of luck but if your anything like me you'll end up sticking with the regular cube solving method. This book has some useful algorithms on the 4x4, but I only use one from the book and one from a youtube video, the video is titled, Rubik's cube 4x4 corner parity without complicated algorithms, by Scott Baker. The one I use from the book is the one where you solve for the last edge piece, or as they call it, the last dedge. (double edge) Best of luck!UPDATE: I looked at the 5x5 and learned to solve it and this book has good instruction on solving the 5x5 and then you can use the same algorithms for the 7x7. I know because I have a 7x7 also and I solved it using the same algorithms. :D2 of 2 people found the following review helpful. Cubers ultimate guideBy SPCExcellent book for both beginners, and experts. This is because it offers a beginners solution, and an advanced solution of the2x2x2, 3x3x3, 4x4x4, and 5x5x5 cubes. This book will adjust to your skill level, and help you achieve your goal, whether its tolearn how to solve the cube or to improve your time. Excellent book at an excellent price, highly recommended for the serious cuber.

They call it speedcubinga mind-bending blur of quick twists and turns that solves Rubiks Cube in times that have been clocked at less than 20 seconds! Today, thanks to the 2003 revival of the Rubiks World Championships, speedcubing is spreading like wildfire. Here, complete with detailed illustrations and basic as well as advanced solving techniques,

is the ultimate speedcubers guide. It not only gives the solution to the familiar 3x3x3 cube (which has 43,252,003,274,489,856,000thats 43 quintillionpossible positions), but also the 2x2x2, 4x4x4, and staggeringly difficult 5x5x5 puzzles. With millions of cubes out there and countless would-be champions looking for tips to improve their times, this is the definitive manual for this unique sport.