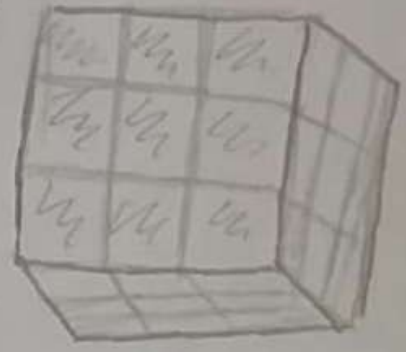


# Rubix<sup>®</sup>

If there was no math, there would be no rubix cube.  
There are various ways of solving a rubix cube.

A rubix cube contains:

- Six center pieces which do not move relative to each other
- twelve edge 'cubies' each with two stickers on them
- eight corner 'cubies' each with three stickers on them



The main objective of a rubix cube is to put all cubies in the right position.

- F = rotate the front face one quarter turn clockwise
- B = rotate the back face one quarter turn clockwise
- U = rotate the top face one quarter turn clockwise
- D = rotate the bottom face one quarter turn clockwise
- R = rotate the right face one quarter turn clockwise
- L = rotate the left face one quarter turn clockwise

