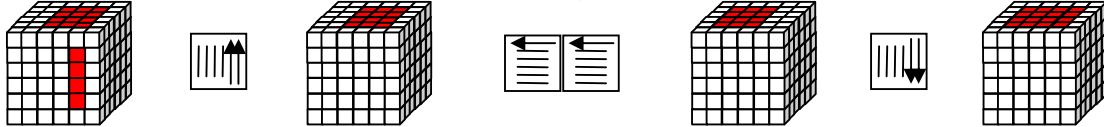


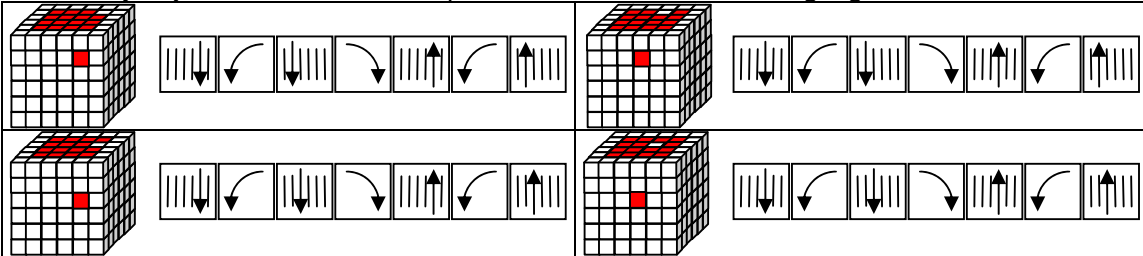
6x6x6 Rubik's Cube

Phase 1: Solve the centres

- As there are no fixed centre pieces, use the corner pieces to determine how the colours are arranged with respect to each other. Form 1×4 strips of the same colour and move them to the correct face. To avoid messing up other faces, join the strips as follows:



- If you just wish to move one piece, use one of the following algorithms:

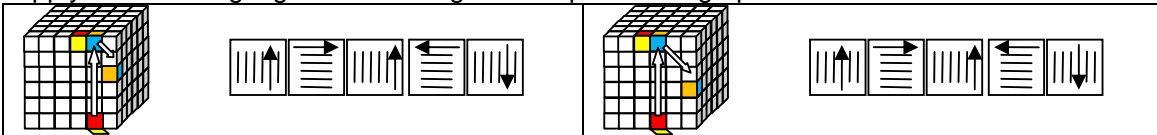


- Repeat until the centres of all six faces are solved.

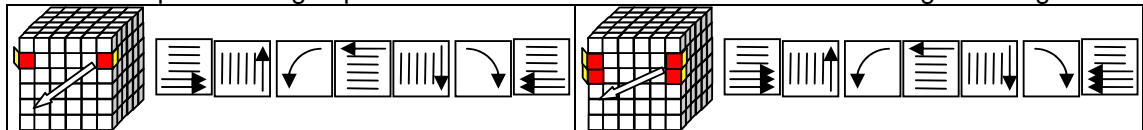
Phase 2: Match the edges

- Look at an unmatched edge piece at the front-upper-middle position. Find the edge piece with the same colour and use face moves (not slice moves, so as not to disturb the centre pieces and the completed edges) to move it to the front-down-right position.

- Now look at the edge piece at the front-upper-right position. Find the middle edge piece with the same colour and use face moves to move it to the front-right position. Then apply the following algorithm to bring the two pairs of edge pieces next to each other:



- Sometime it is impossible to pre-position 2 pairs of unmatched edges as required above. Just position edges pieces with the same colour as follows and bring them together:



- Repeat until all 12 edges have been matched.

Phase 3: Solve the cube

- Solve the cube as if it is an ordinary $3 \times 3 \times 3$ cube.

- If 1 flipped edge or 2 swapped edges occur, apply the following algorithms:

