

Megaminx solving

1 First layer star

- Intuitively

2 First layer corners

- Like the 3x3 cube first layer corners:
R U R' U'

3 Second layer edges

- Like the 3x3 cube second layer edges

4 3rd layer corners and edges: teardrop

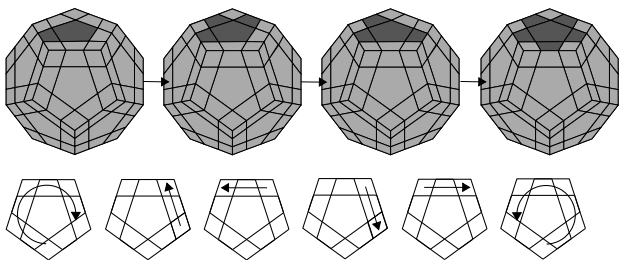
- Start with the orange side: left, corner, right
- Last side: solve it by rotating it one step back, then rotate it into place

5 Fourth layer corners and edges

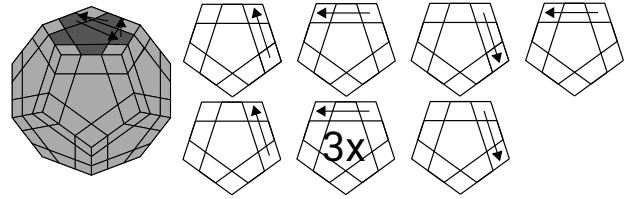
- Like the 3x3 cube first layer corners and second layer edges

6 Last layer edges

- Orientation: F R U R' U' F', the already good edges form a horizontal line, they turn left if necessary

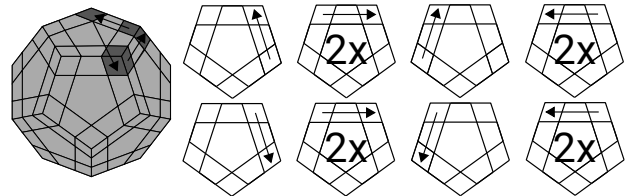


- Permutation: R U R' U R U3 R'

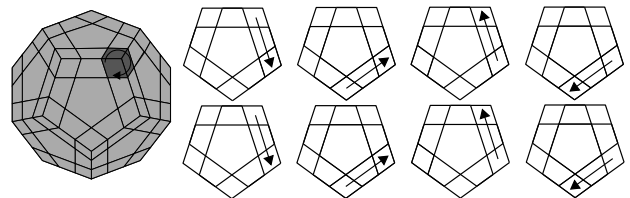


7 Last layer corners

- Permutation: upper, right, right down corners can be swapped
R U'2 L' U2
R' U'2 L U2



- Orientation: the upper face right bottom corner, then rotate to the next unsolved corner
R' RD R RD'
R' RD R RD'



Source:

<https://de.speedcube.com.au/blogs/speedcubing-solutions/how-to-solve-a-megaminx-layer-by-layer-easy-to-follow-beginners-steps>