Petrus Method of Solving Rubik's Cubes (Overview)
Jacob Cole
For more detail, see http://lar5.com/cube/ (the inventor's official site)
Note: ignore the arrows on the cubes

1. Solve a 2x2x2 block by 1st pairing corner/1 edge, then 1 center/1 edge, then bring together, then pair other edge/other center and bring together.

2. Solve a 2x2x3 block by 1st pairing corner/edge and solving (ok to break step 1 if you remake).

3. Fix bad edges, edges that can't be oriented w/out breaking former work. You must break/remake the step1 and 2 rectangle to do this. You can use:
   L' U' L (Li Ui L in pronounceable notation):

   Start   **End**

4. Solve a 2x3x3 block (be careful not to recreate bad edges, safest not to mess with already solved part)
   a) Add a 2x2x1 block to the current 2x2x3 block, usually by pairing a corner and edge and a center and edge, then joining them.
   b) Now, solve the remaining portion of the 2x3x3 block, usually by either pairing the remaining corner and edge or by solving one line of cubies and then creating/twisting the other line into place.

5. Position remaining corners. You can use:
Niklas™: B U' F' U B' U' F (B Ui Fi U Bi Ui F pronounceably):

   Start   **End**

6. Orient corners. You can use:
   Sune™: R U R' U R U2 R' (R U Ri U R U U Ri pronounceably):

Start   **End**

7. Position edges. You can use:
    a) 2 Sunes™
    b) Allan™: B2 U' R L' B2 R' L U' B2 (B B Ui R Li B B Ri L Ui B B
       pronounceably). This permutes the 3 edge pieces in the top layer that are
       away from you.

Start   **End**