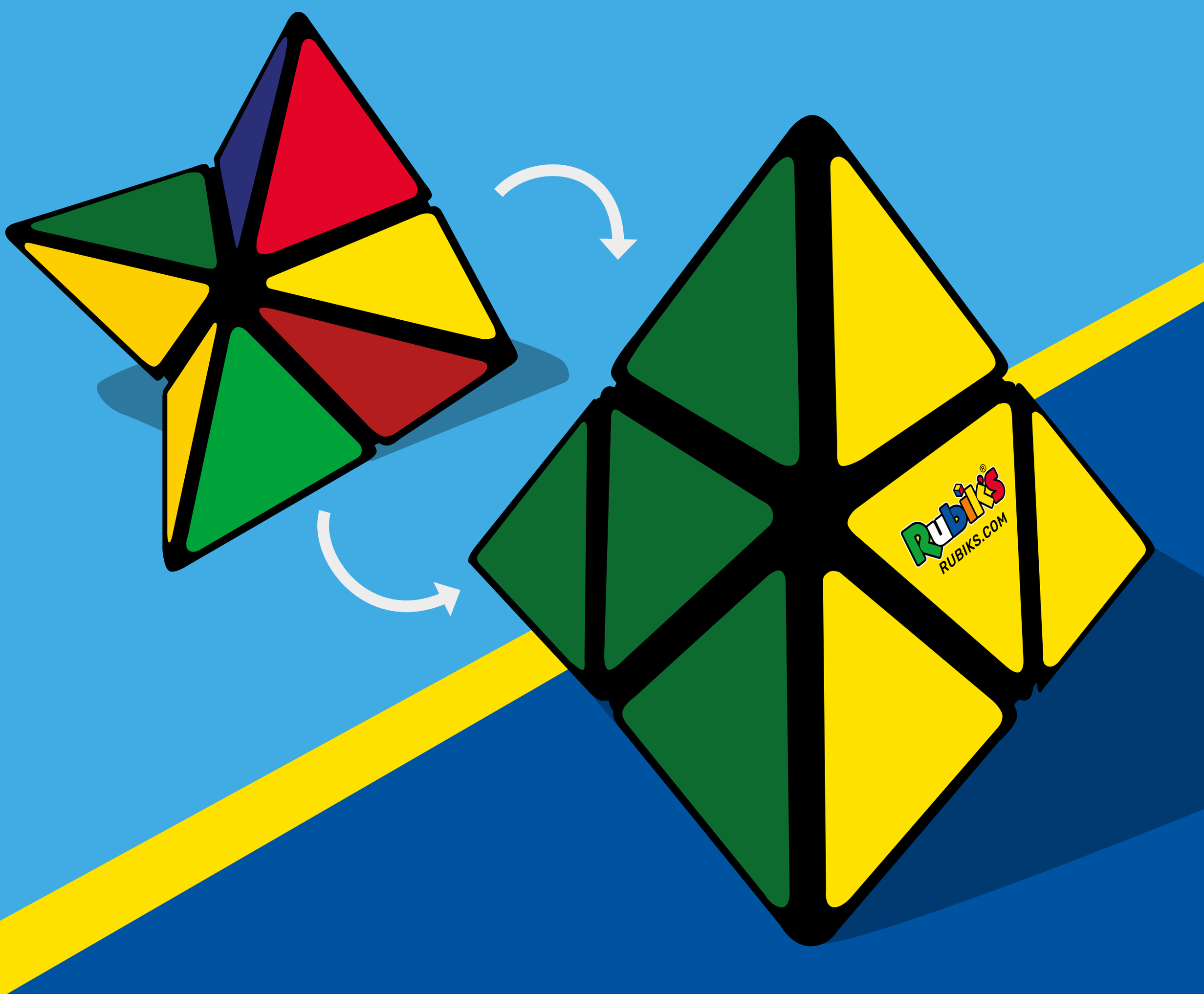
ORIGINAL Rubik's GUIDE

YOU CAN DO THE RUBIK'S PYRAMID

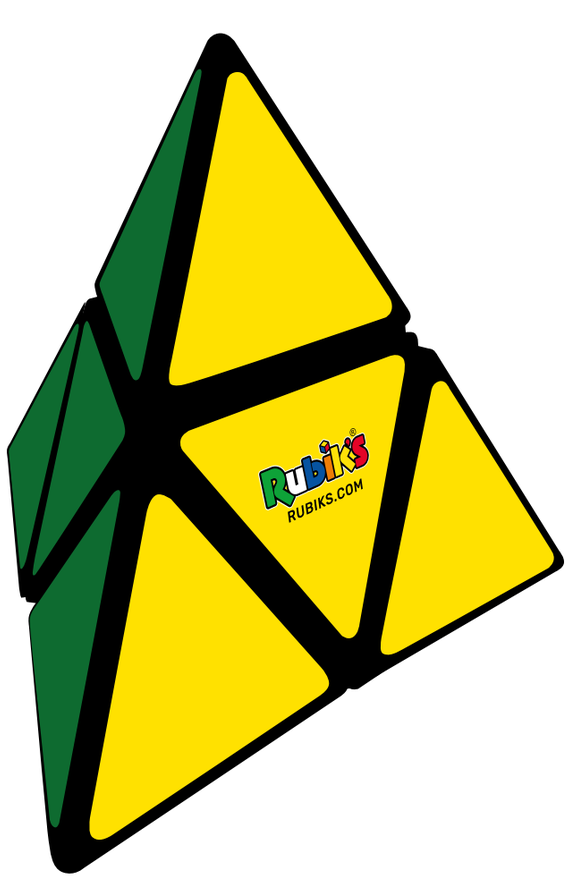
Solution Guide

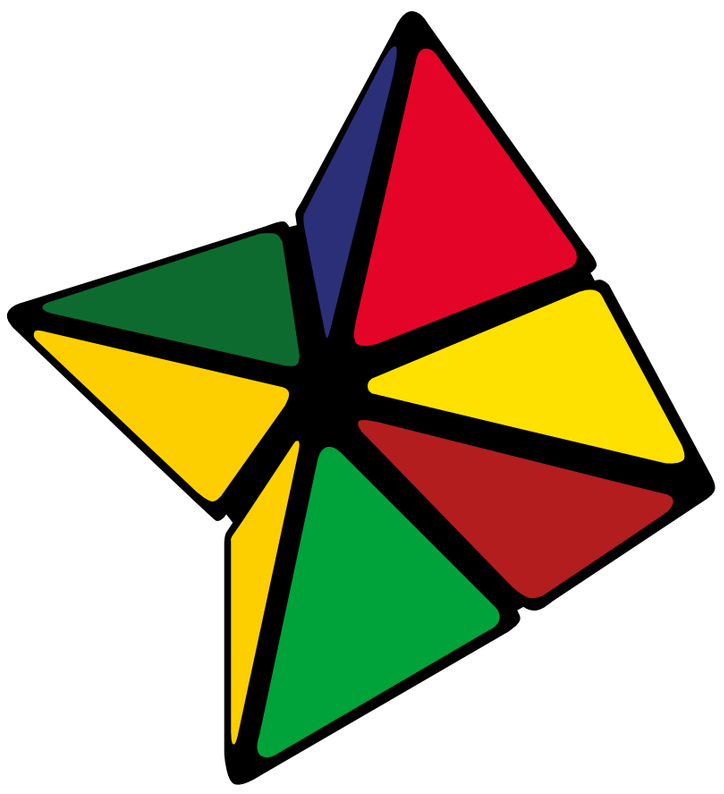


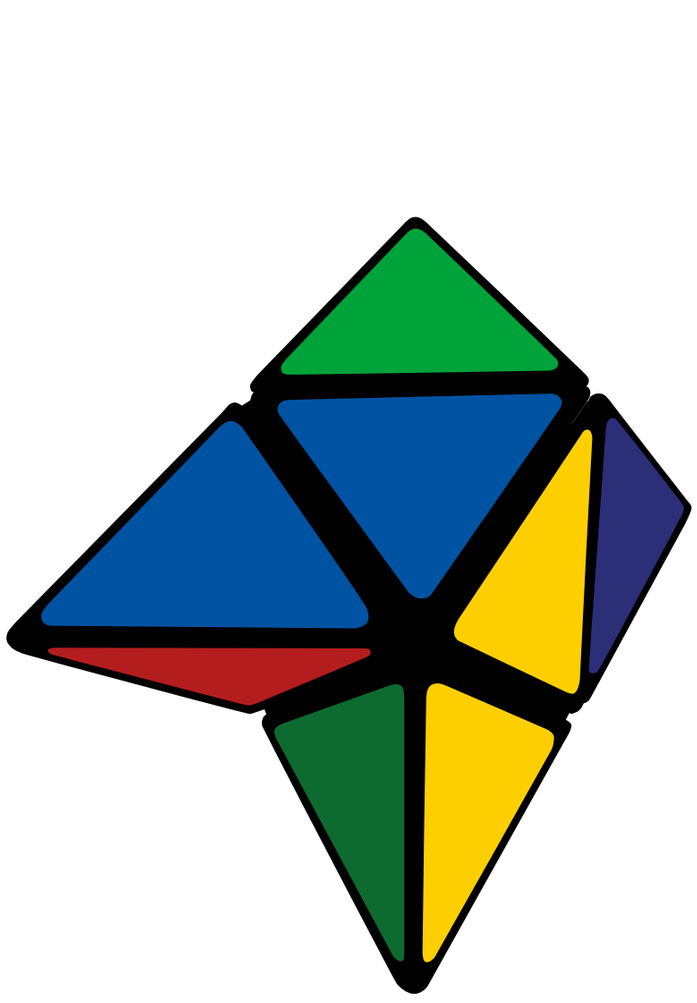
Rubik's

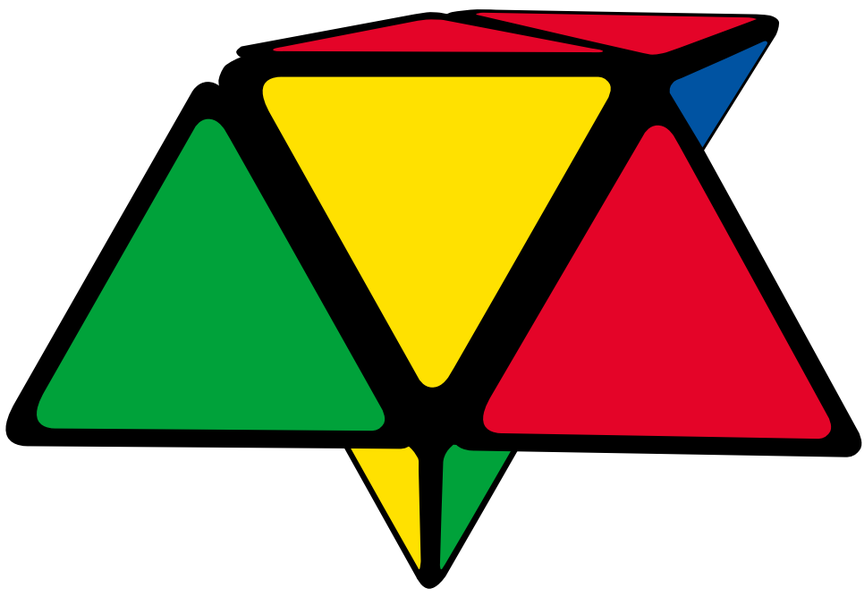
WHAT IS THE RUBIK'S PYRAMID?

The Rubik's Pyramid is a Pyramid with 4 faces, each face is made up on 4 Pyramid tiles. It can change its form into many different shapes.





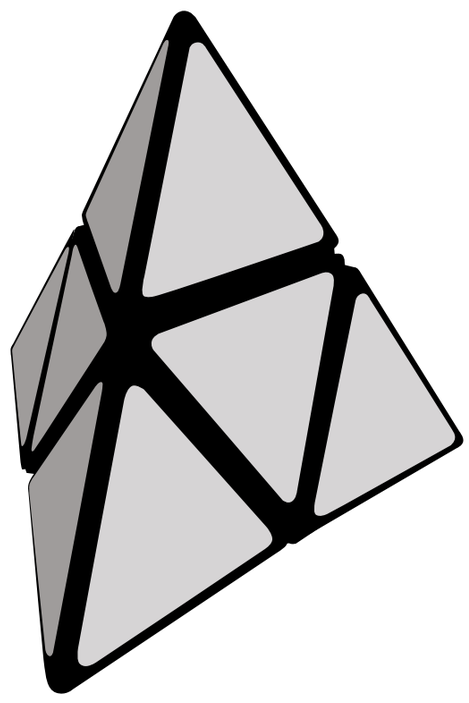




HOW TO USE THIS GUIDE

- Throughout the guide you will see this symbol to indicate helpful tips. Take the time to read the tips closely.

- The gray areas on the Rubik's Pyramid mean that at the stage you are working on, the color of the gray pieces doesn't matter.



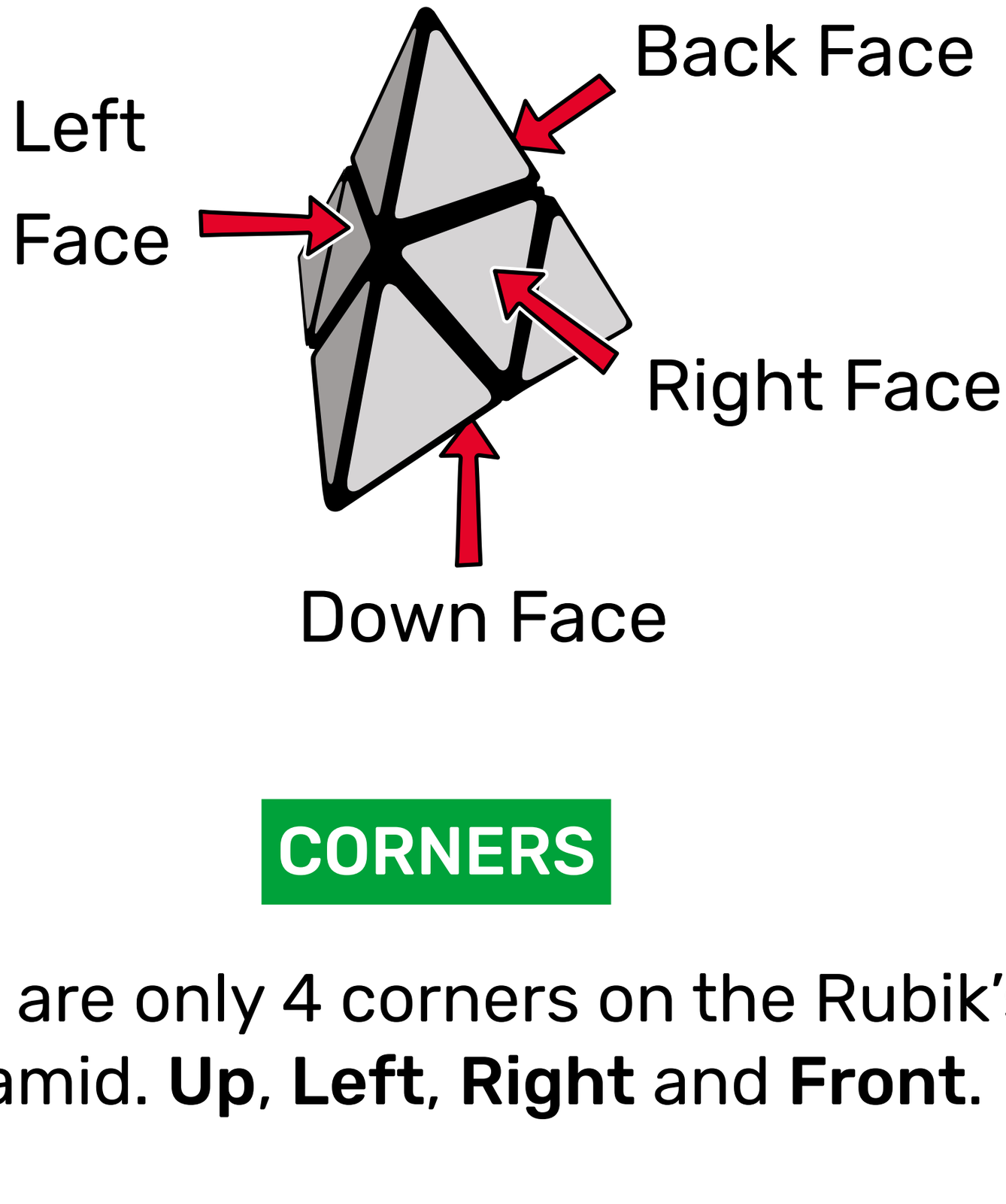
TIPS FOR SUCCESS

- Learning to solve the Rubik's Pyramid is easier than solving the Rubik's Cube (3x3), but still a challenge.
- The Rubik's Pyramid is solved using sequences of moves known as algorithms.
- Pay close attention to each turn so you don't lose your place in the middle of an algorithm.
- Place a small sticky note on the piece of the Rubik's Pyramid you are moving so you can follow its path. Consider taking a video while you do this and then watch the video.
- Mindset is critical. If you persevere, you CAN solve the Rubik's Pyramid.

GET TO KNOW YOUR RUBIK'S PYRAMID

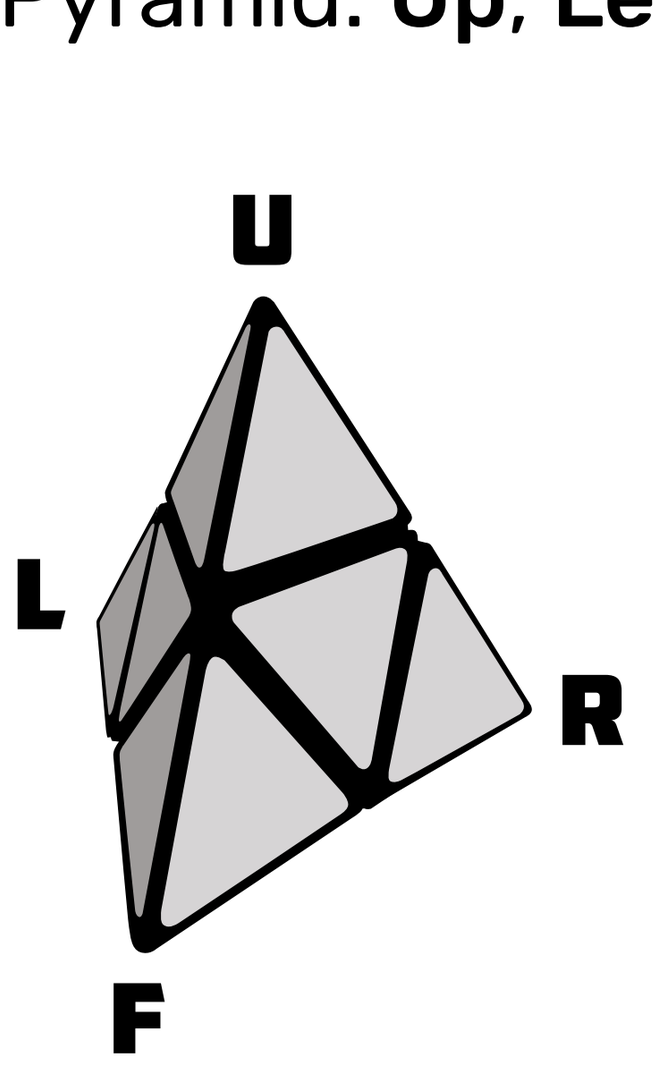
FACES

There are only 4 color faces to the Rubik's Pyramid. **BLUE**, **YELLOW**, **GREEN** and **RED**. These faces are also known as the Left, Right, Back and Down Face. Depending on the **orientation** of the Rubik's Pyramid, each color can be on any face.



CORNERS

There are only 4 corners on the Rubik's Pyramid. **Up**, **Left**, **Right** and **Front**.



U = Up Corner

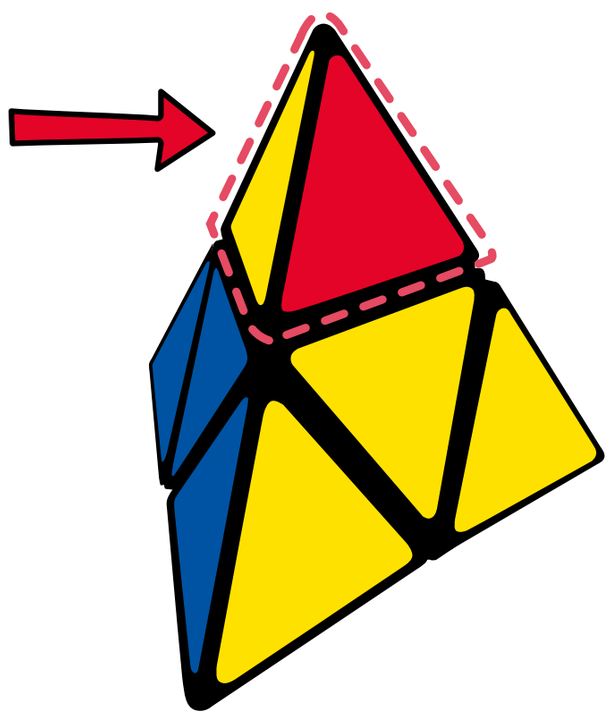
L = Left Corner

R = Right Corner

F = Front Corner

TERMINOLOGY

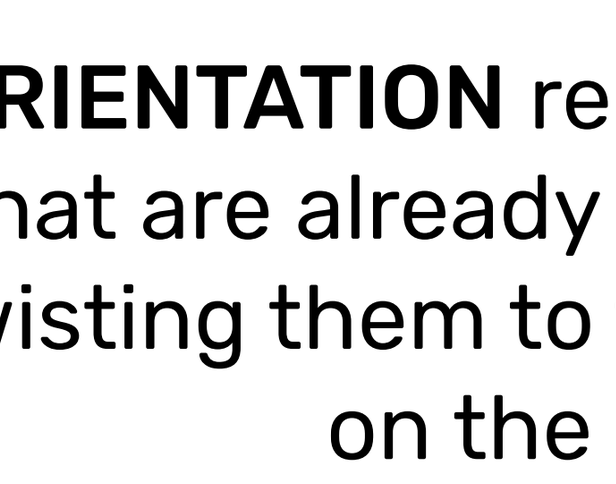
PERMUTATION relates to rearranging the corners so that they are in their correct location on the Rubik's Pyramid. When the corners are being **PERMUTED** on this puzzle, we do not pay attention to how the corners are twisted but just that they are in the correct location.



Correct Permutation

Incorrect Orientation

ORIENTATION relates to taking the corners that are already correctly **PERMUTED** and twisting them to their correct color position on the Rubik's Pyramid.

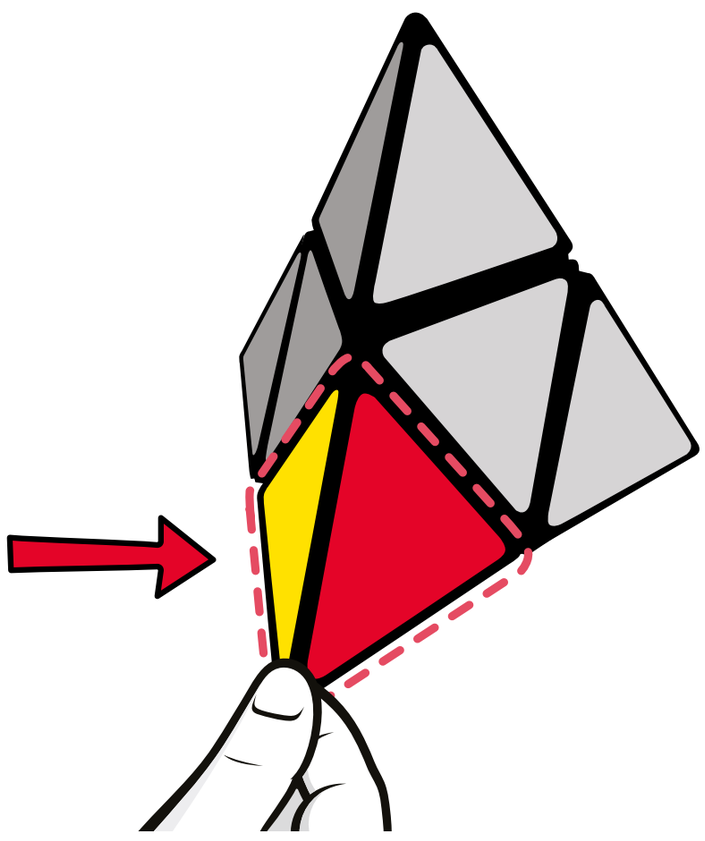


Correct Permutation

Correct Orientation

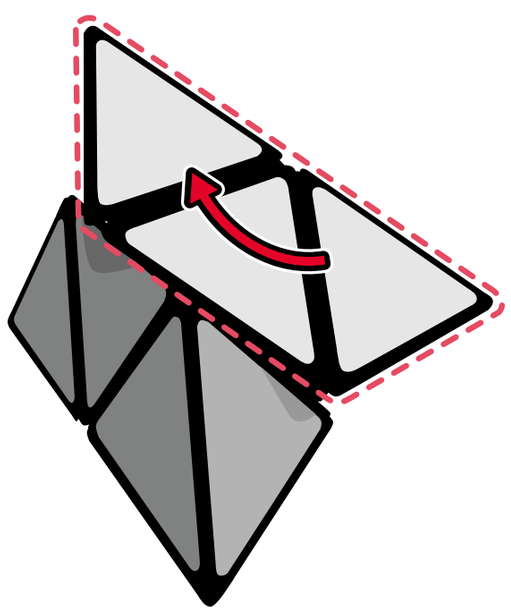
ANCHOR CORNER

During an algorithm keep hold of one of the corners so you always know the position of your left, right and back face during the move. Sometimes you may have to swap hands to complete the algorithm.

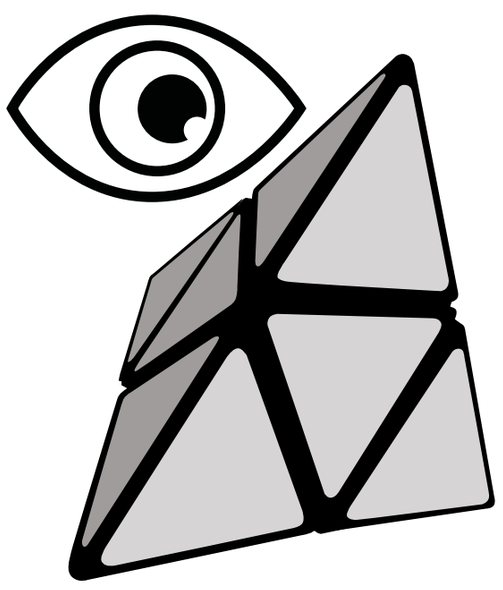


TWISTING V'S ROTATING

TWISTING is moving the parts within the Pyramid to make a new shape. **ROTATING** is turning the whole pyramid so you're looking at it from a different angle.



TWISTING

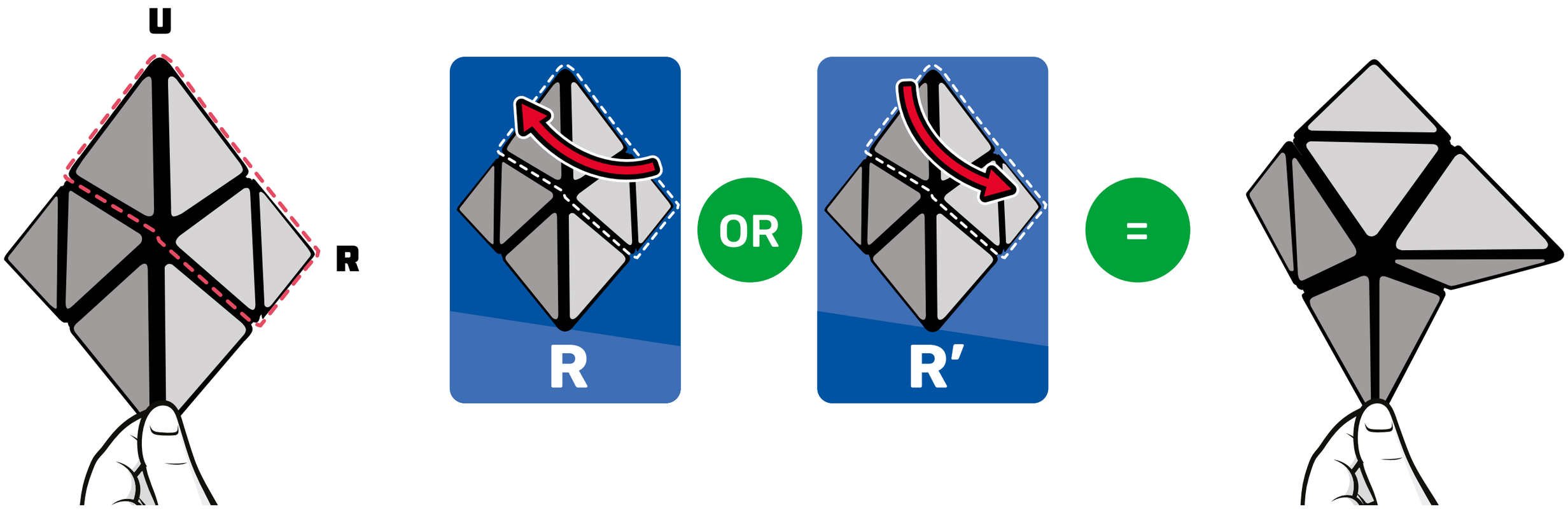


ROTATING

UNDERSTANDING THE MOVES

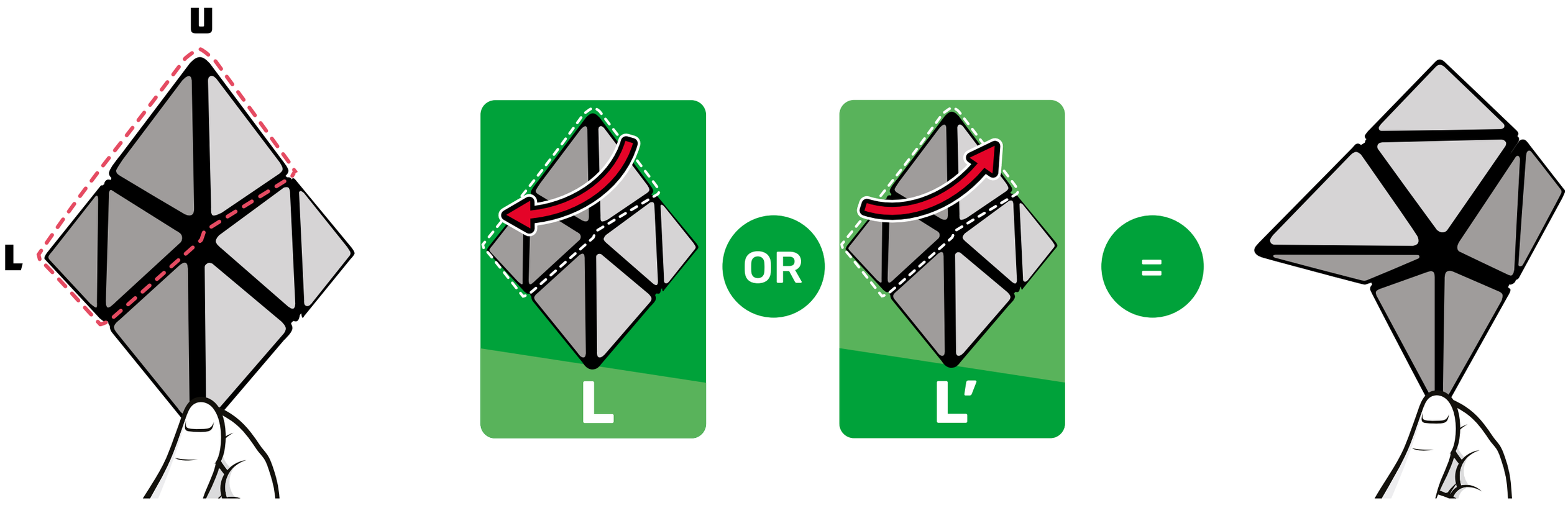
Right Move

Holding the **Front Corner**, twist the **U**p and **R**ight corners **clockwise for R** or **counter clockwise for R'**



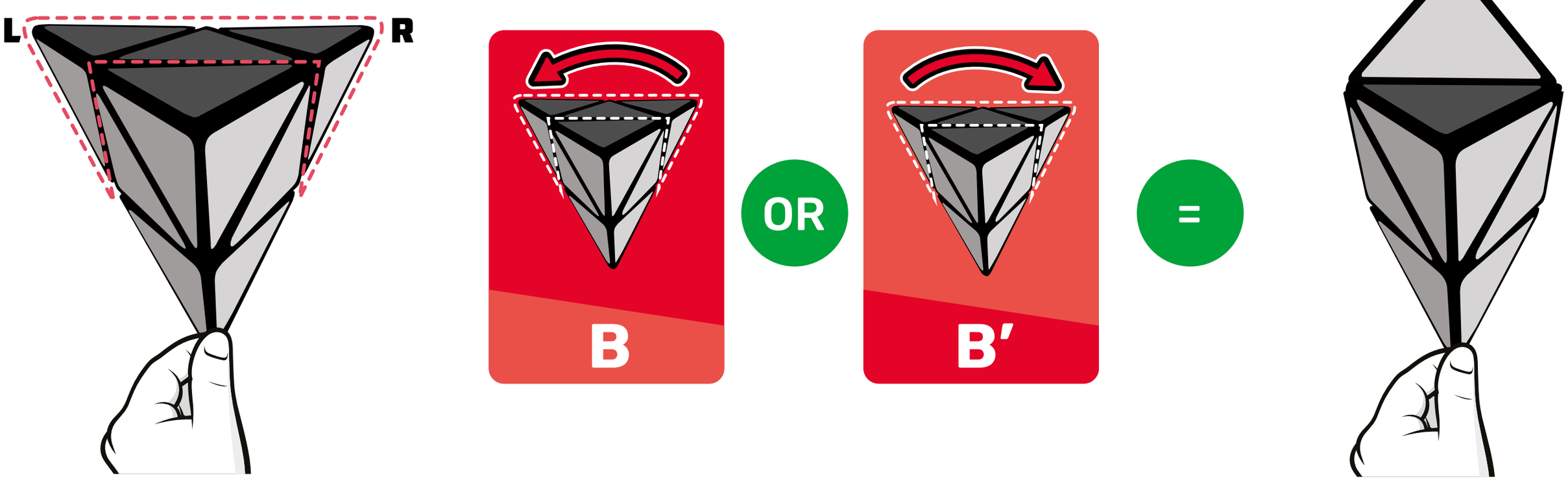
Left Move

Holding the **Front Corner**, twist the **U**p and **L**eft corners **clockwise for L** or **counter clockwise for L'**



Back Move

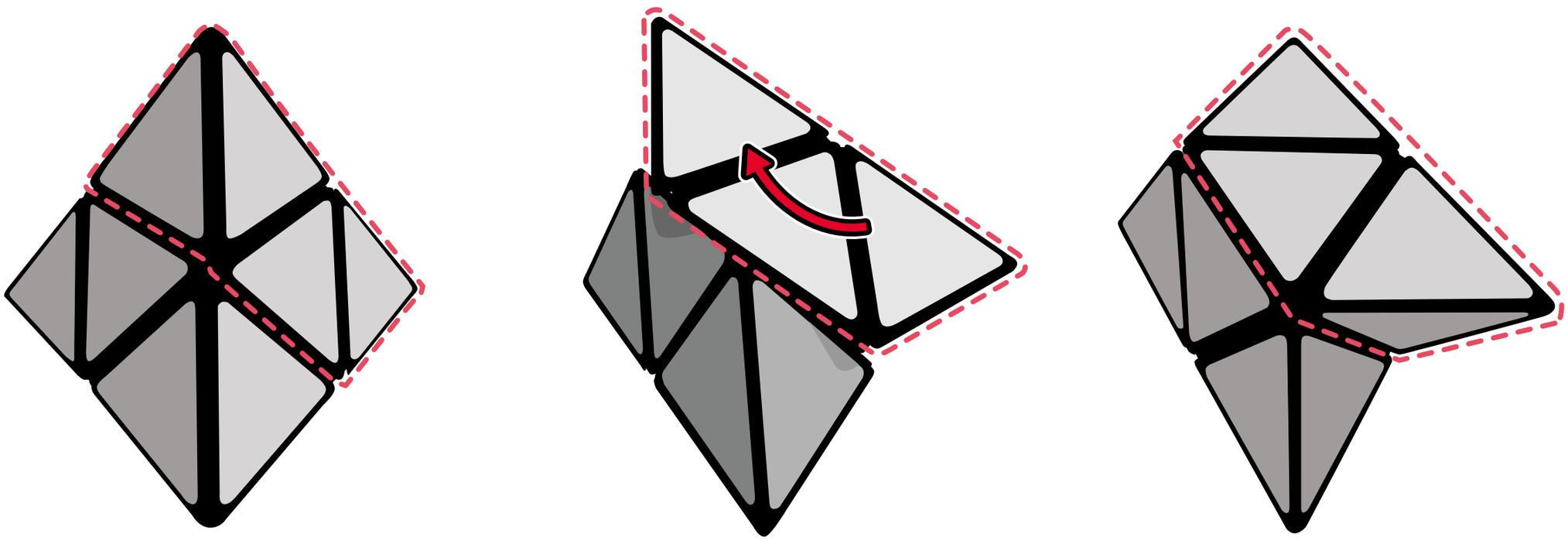
Holding the **Front Corner**, twist the **L**eft and **R**ight corners **clockwise for B** or **counter clockwise for B'**



PRACTICE PRACTICE PRACTICE

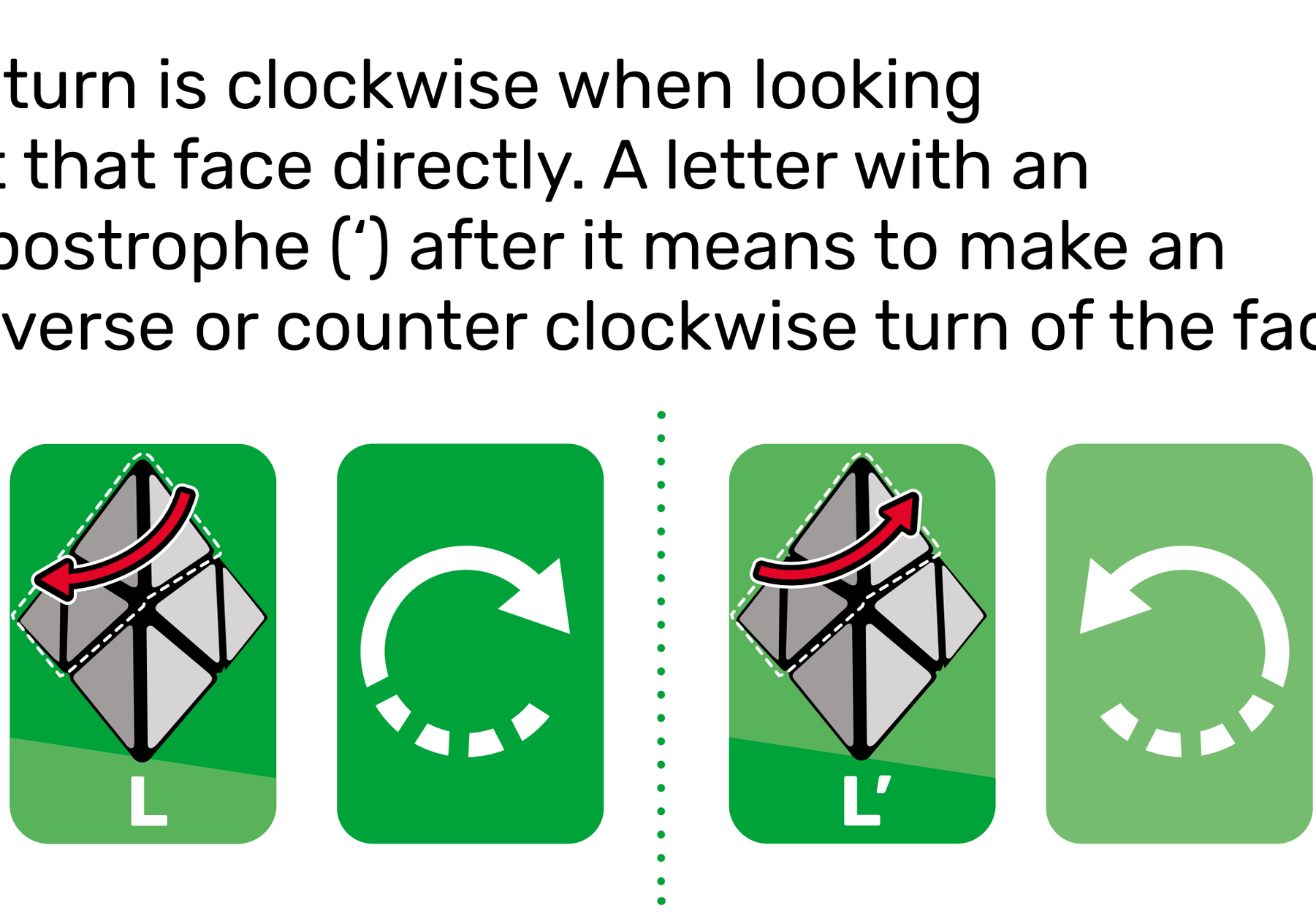
Practice these moves quite a few times before launching into the guide

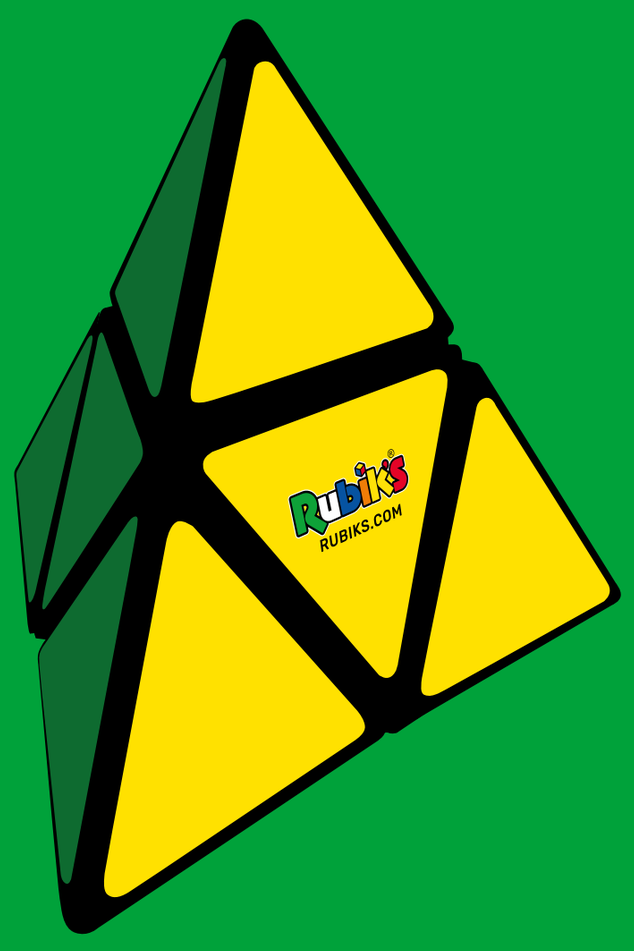
- Each move is a ¼ **TURN**.



- An **ALGORITHM** is a sequence of moves that you need to do in a specific order.
- When following the algorithms in this guide, it is important to maintain the **ANCHOR Corner** of your Rubik's Pyramid at the **FRONT** through all of the turns.
- If there is a **2** next to the algorithm letter, turn the face twice.

- A turn is clockwise when looking at that face directly. A letter with an apostrophe (') after it means to make an inverse or counter clockwise turn of the face.





RUBIK'S PYRAMID SOLUTION GUIDE

This solution guide is divided into four steps as seen below.

CREATE THE PYRAMID FORM

PLACE THE CORNERS

SOLVE THE CENTRE PIECES

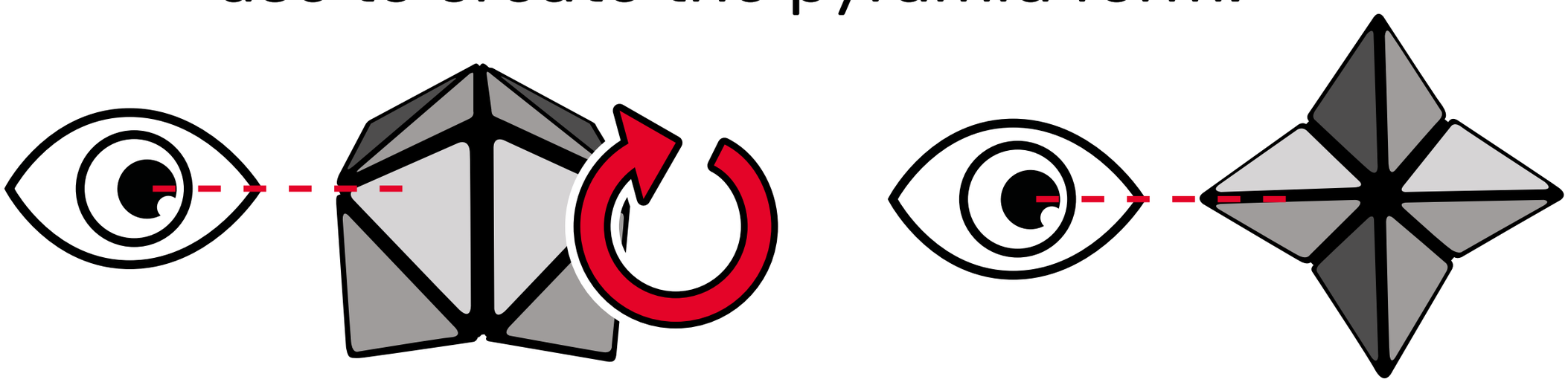
ORIENT ALL THE CORNERS

STEP ONE

CREATE THE PYRAMID FORM

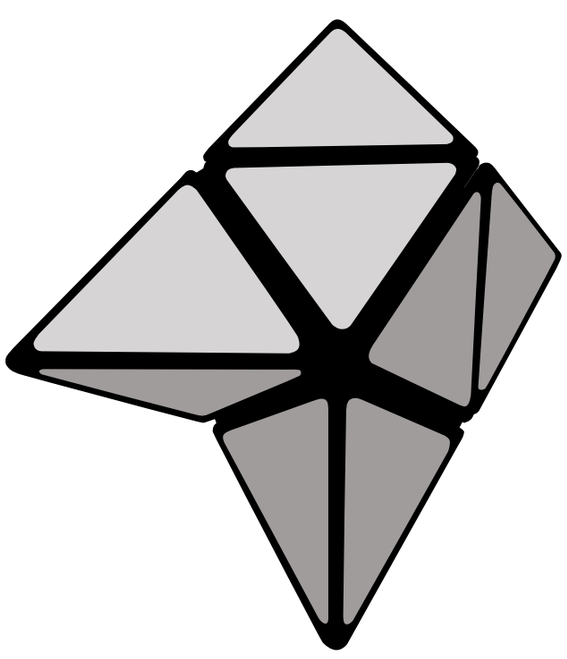
DETERMINING THE SHAPE

You may have to **rotate** your whole shape (**NOT** Twist) so it looks like one of the **starting shapes** below, before determining the correct algorithm to use to create the pyramid form.

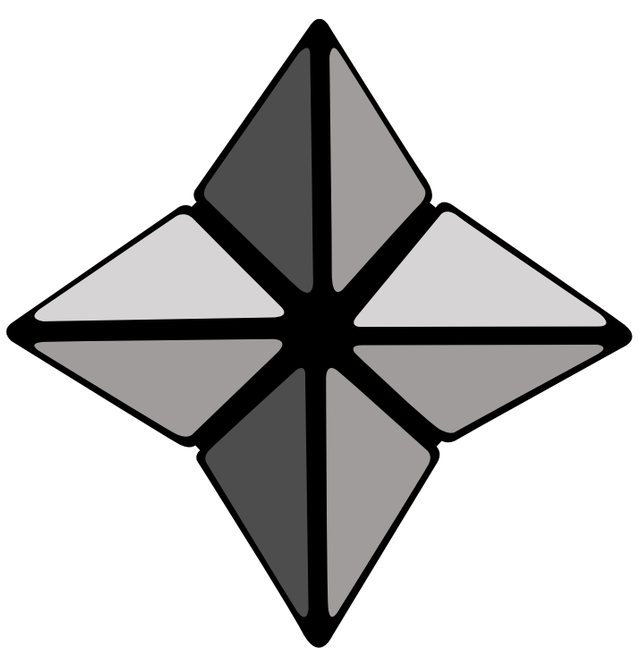


STARTING SHAPES

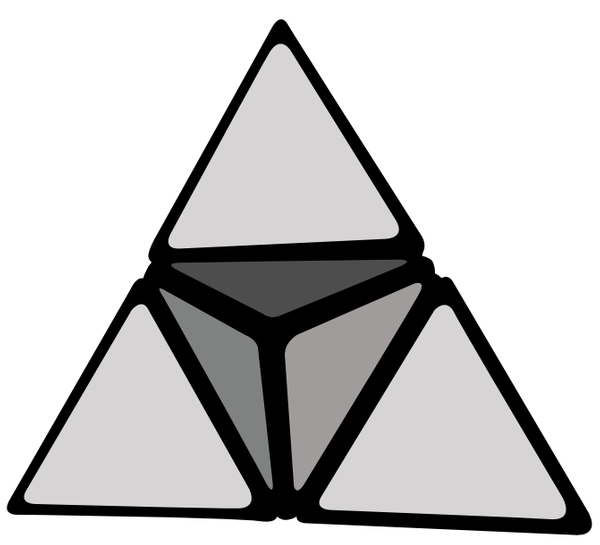
PILLOW



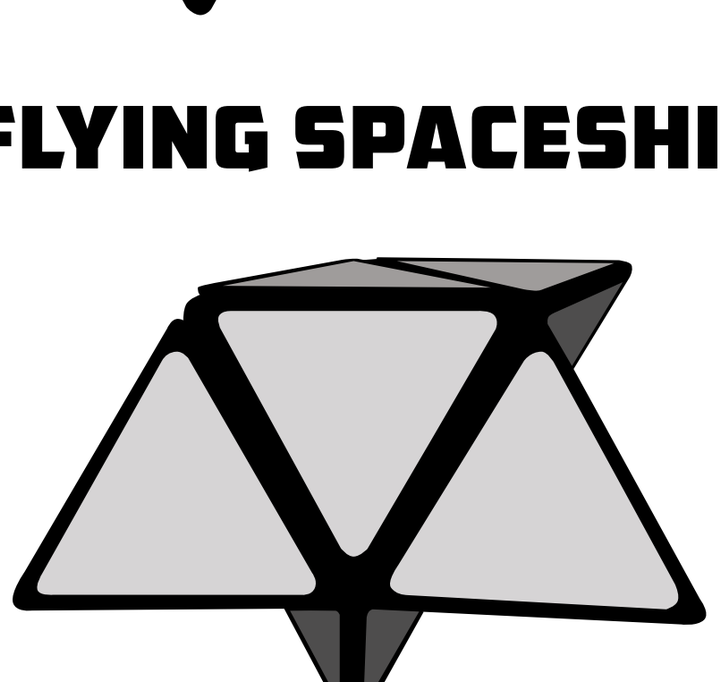
STAR



FLOWER



FLYING SPACESHIP



LANDED SPACESHIP

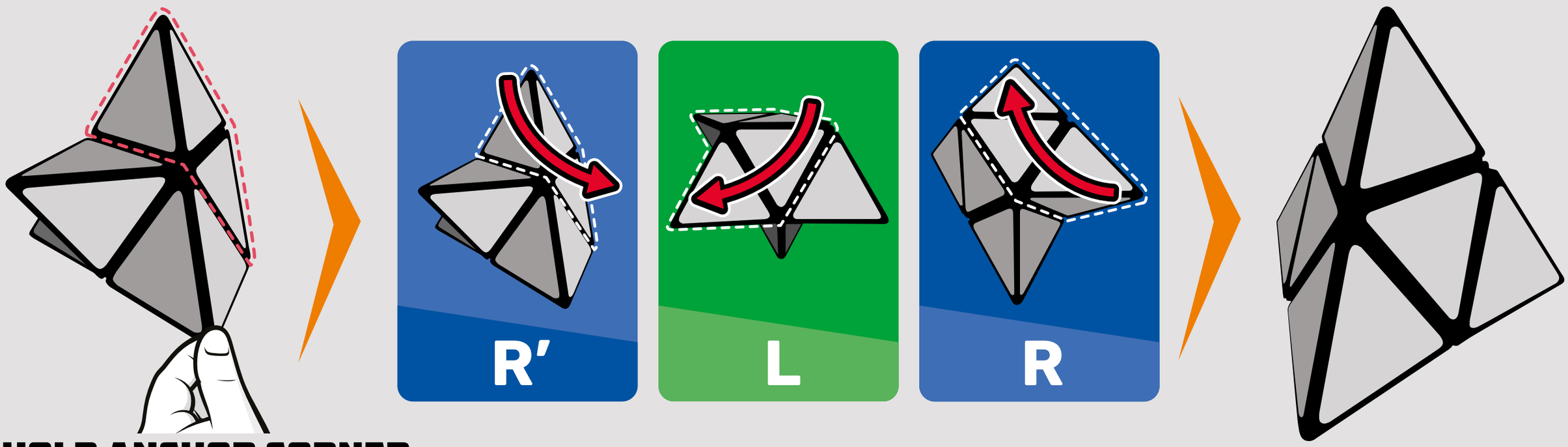
PILLOW

HOLD ANCHOR CORNER

STAR

HOLD ANCHOR CORNER

FLOWER



HOLD ANCHOR CORNER

FLYING SPACESHIP

HOLD ANCHOR CORNER

FLYING SPACESHIP - REVERSE

HOLD ANCHOR CORNER

LANDED SPACESHIP

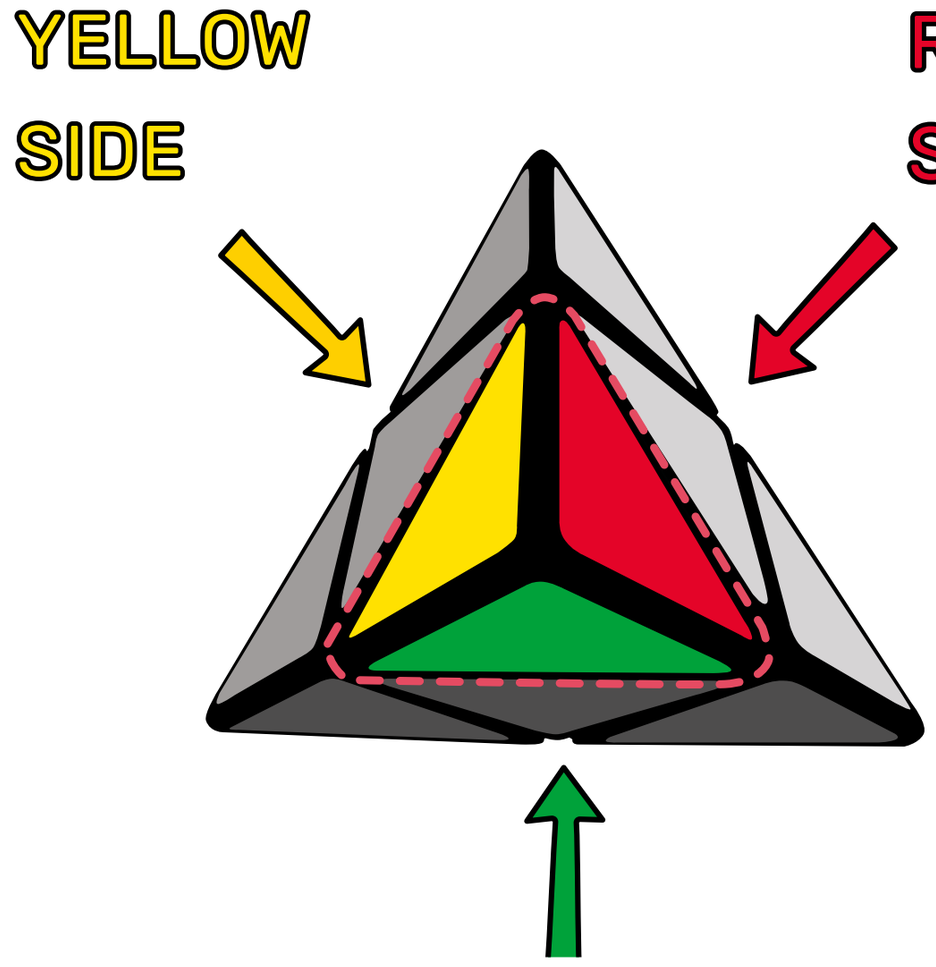
HOLD ANCHOR CORNER

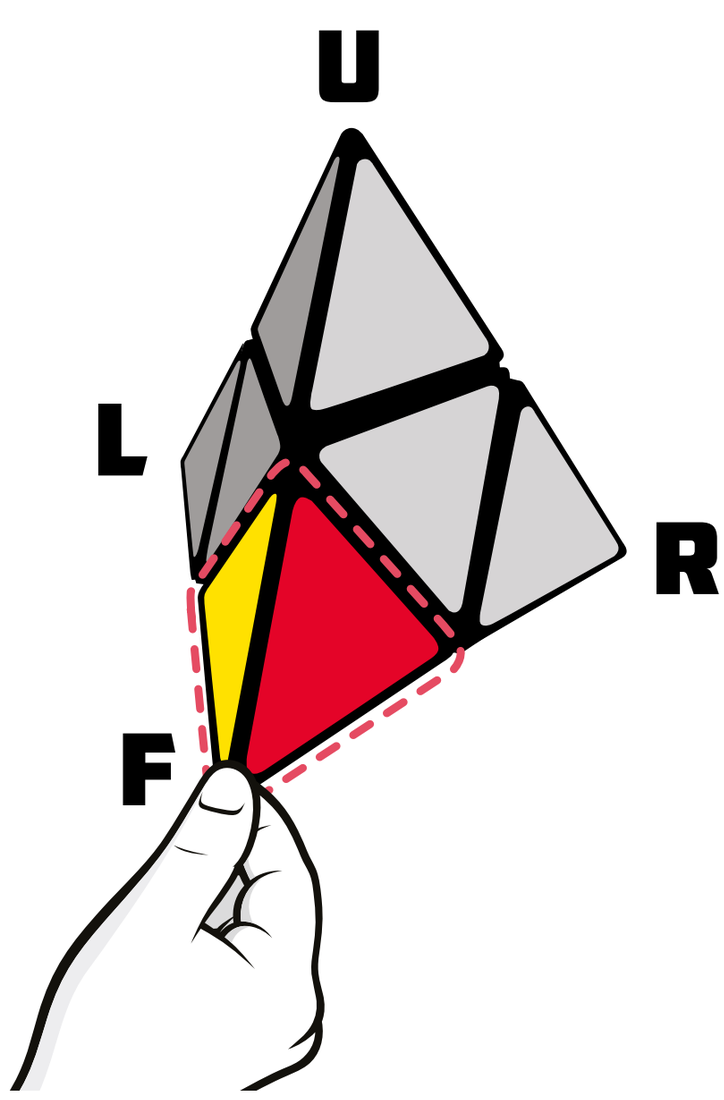
TIP ON NEXT PAGE

DETERMINING THE PYRAMIDS SIDE COLORS

Before starting to solve the remainder of the Rubik's Pyramid you will need to pick an **ANCHOR Corner** which will define the colors of 3 sides between **Steps One - Three**. You may pick any corner to be the **ANCHOR Corner** but in this guide we use the YELLOW, RED and GREEN corner. The color **NOT** included on the anchor corner is the color of the **BACK** face, BLUE in this guide.

Hold the Pyramid so the anchor corner is the **FRONT** corner. Notice that unlike a Rubik's Cube, the center pieces will **NOT** define the color of the sides.





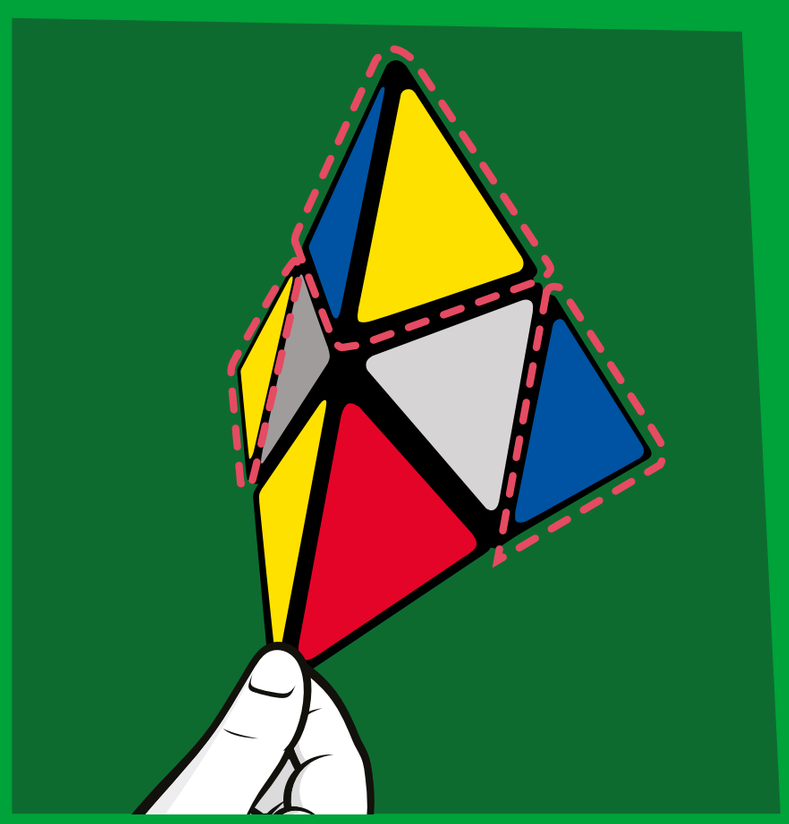
When your Rubik's Pyramid is in its Pyramid form, you can move to **Step Two!**

STEP TWO

PLACE THE CORNERS

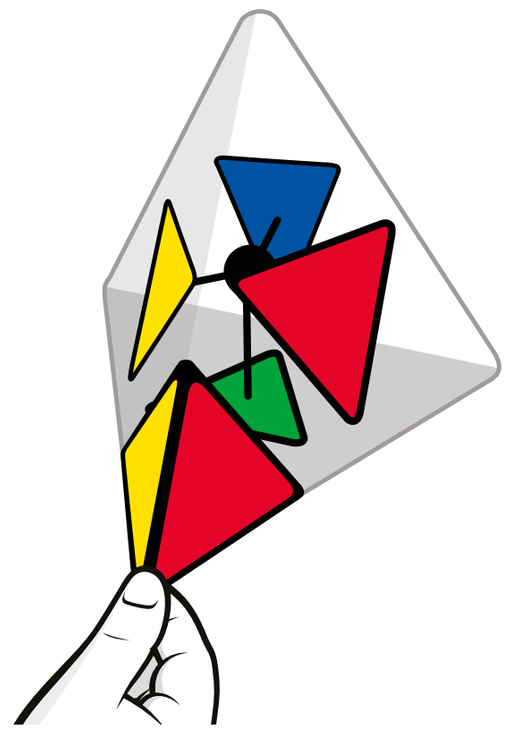
GOAL

Get each corner in its correct location. The colors do not need to be oriented correctly yet. Remember to hold your Rubik's Pyramid with the Anchor Corner in the F location.



Action 1 Identify the FACE COLORS for all 4 Faces

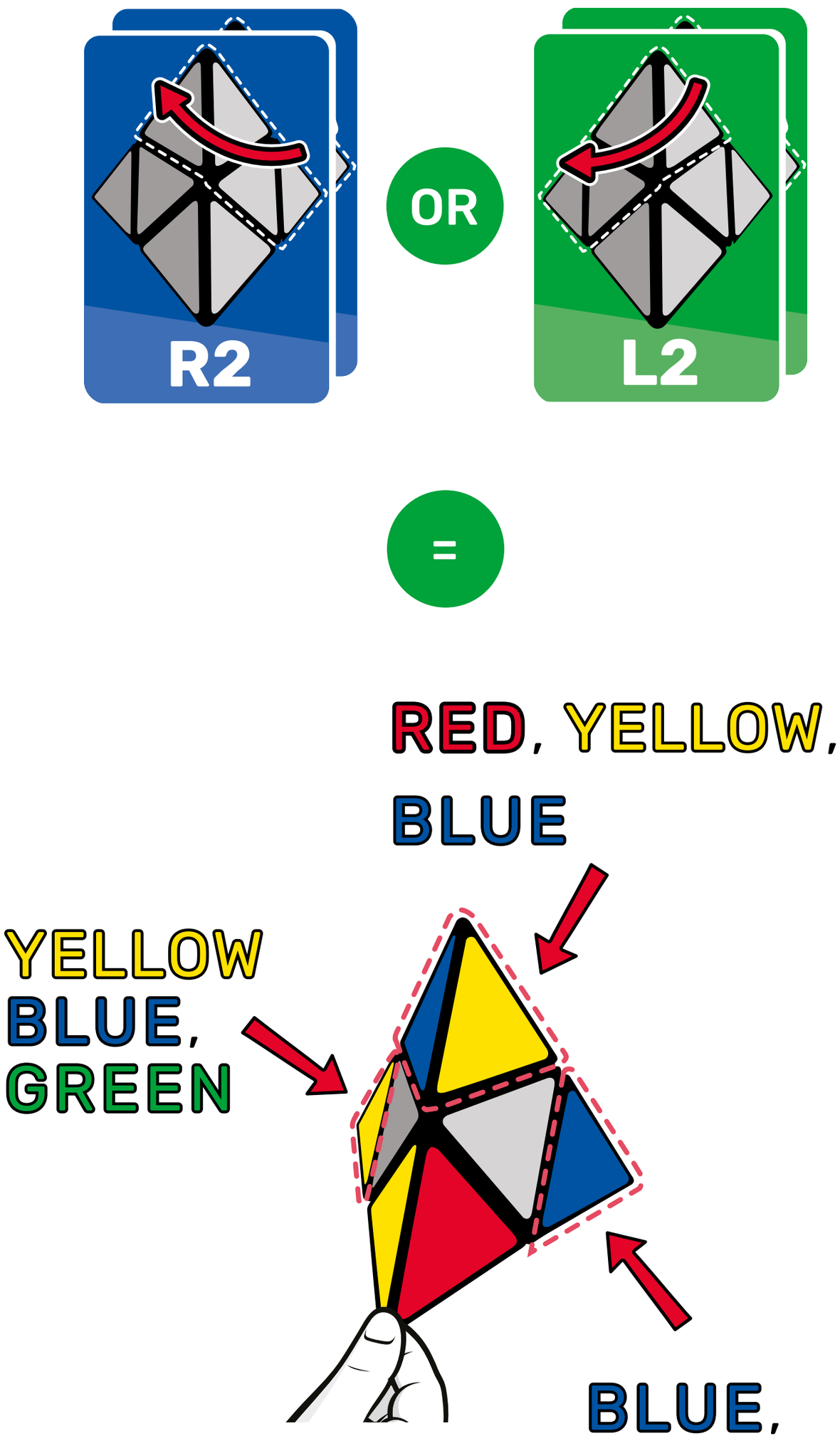
- The colors on the **ANCHOR Corner** define the sides colors.
- The color missing from the **Anchor Corner** – **BLUE**, is the color of the **BACK** face.



Action 2 Placing the Corners in the correct position

- The **ANCHOR Corner** will serve as the reference corner meaning that the pieces will be placed around.

- Keep TWISTING/doing half turns (180° or double turns) until all of the corners are in the correct position (this step is mainly trial and error and you may have to repeat this multiple times).
- Note that the corners do not need to be oriented correctly for this step but they should all be permuted correctly.



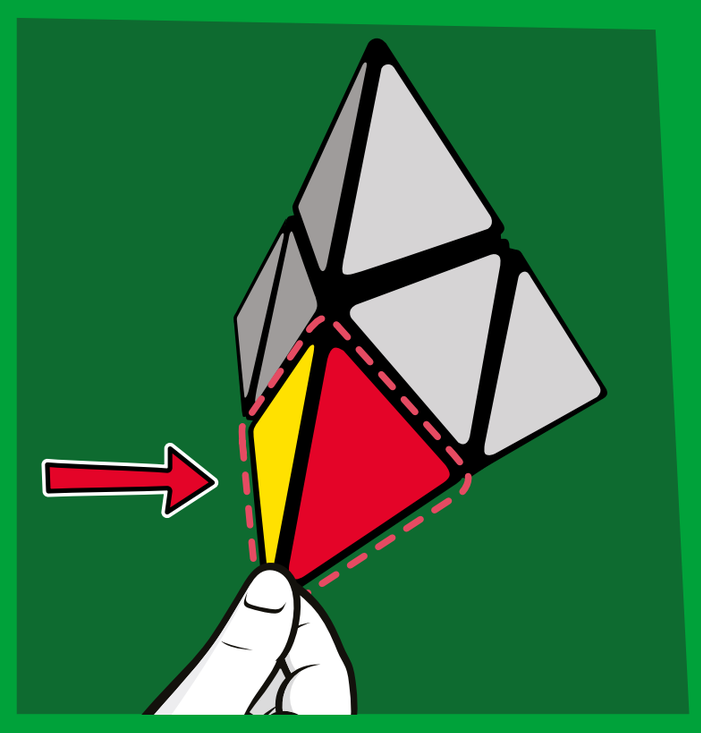
When the corners of your Rubik's Pyramid are in their correct location you can proceed to **Step Three**.

STEP THREE

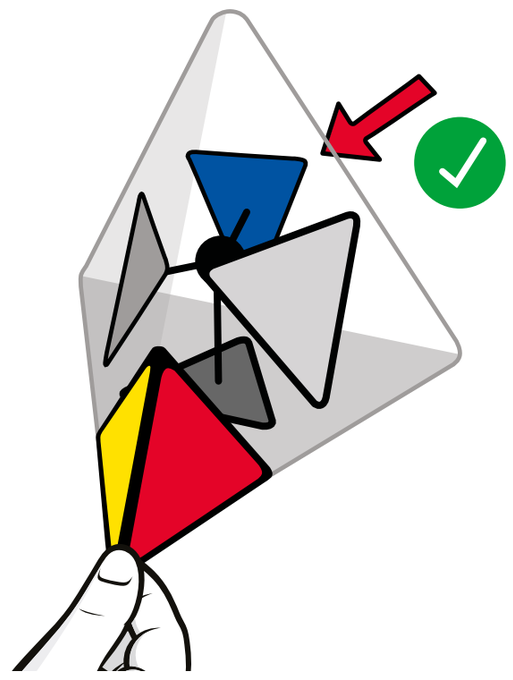
SOLVE THE CENTER PIECES

HOLDING YOUR RUBIK'S PYRAMID

Begin by holding your Rubik's Pyramid so the RED, GREEN, YELLOW corner is the Anchor corner.

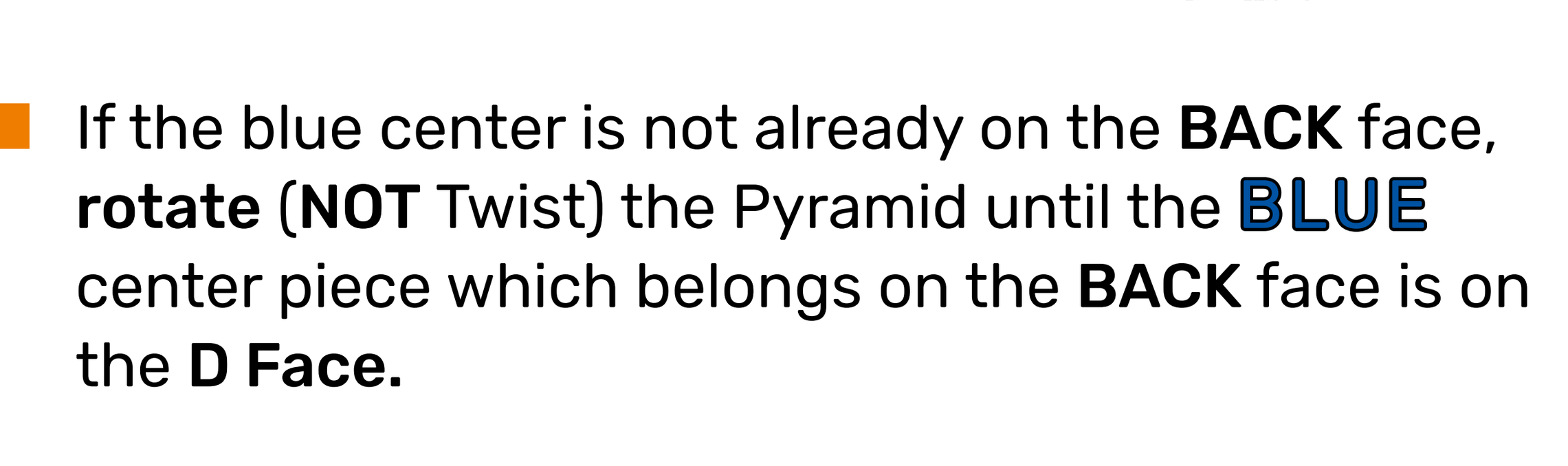


Action 1 Placing the Back Center Correctly



- Look at the back face. If the BLUE center is already on the **BACK** face, then you can skip this step and go to **Action 2**.

- If the blue center is not already on the **BACK** face, **rotate** (**NOT** Twist) the Pyramid until the BLUE center piece which belongs on the **BACK** face is on the **D Face.**



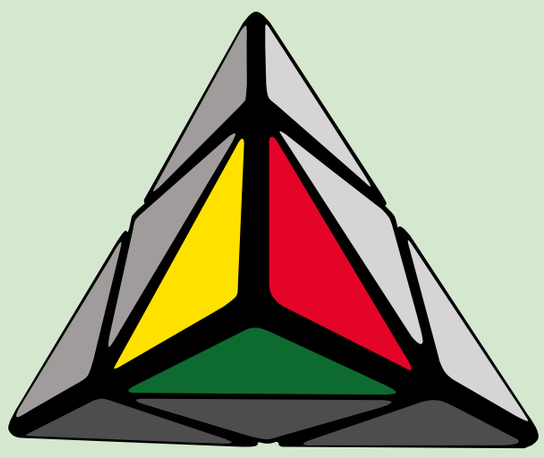
- Apply this algorithm below to swap the **DOWN** face center with the **BACK** center. **You may need to repeat this algorithm multiple times.**

- Hold the Pyramid with the YELLOW, RED and GREEN corner as the **FRONT Corner**, if the BLUE center is on the **BACK** face, proceed to **Action 2**.

CENTER PIECES

Hold your **Front** YELLOW, RED and GREEN **ANCHOR Corner** to determine the color positioning of your center pieces.

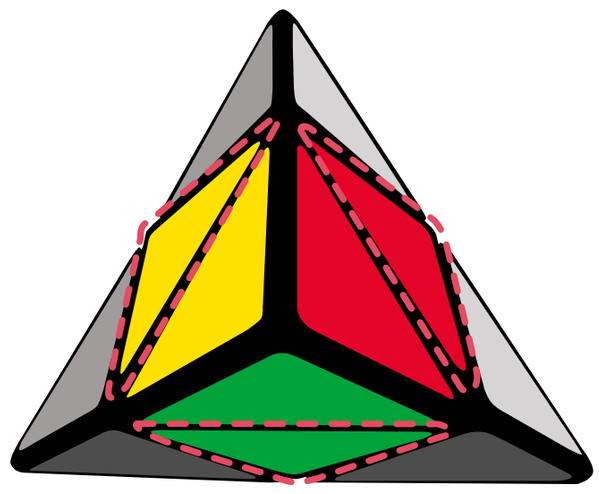
Anchor Corner



Action 2 Swapping the Center Pieces

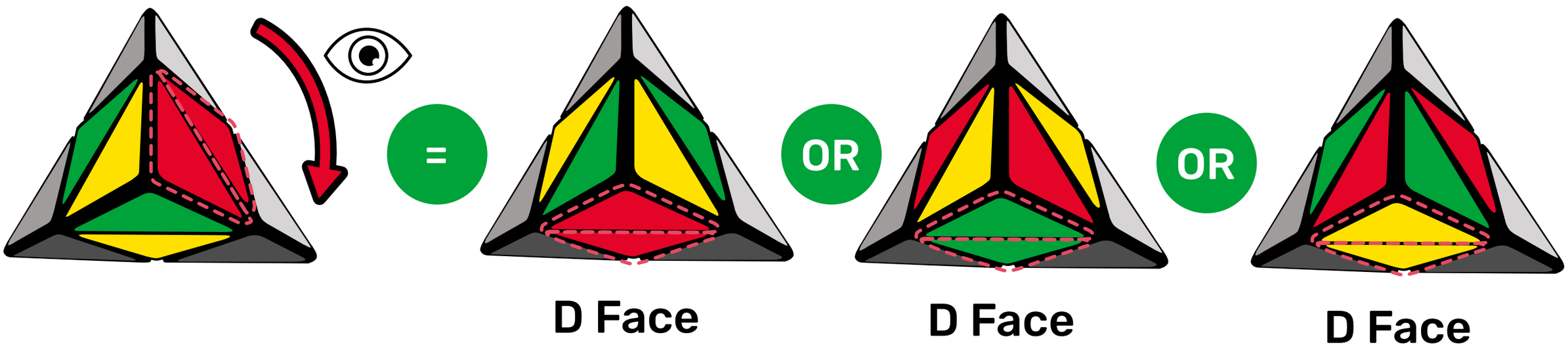
First determine where your center pieces need to be moved to.

- If all of your centers match the colors on your **ANCHOR Corner** move on to **Step Four**.



MOVE TO STEP FOUR

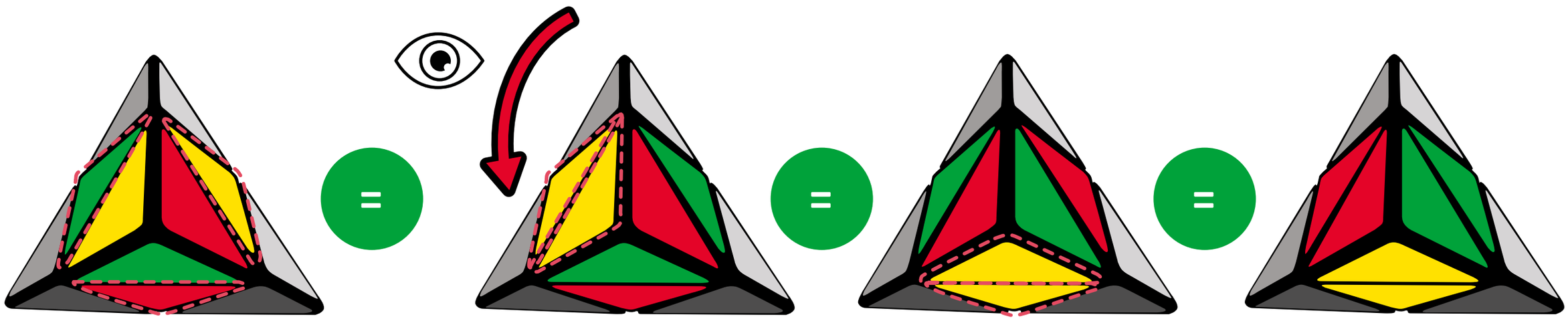
- If you have **ONE** center color that matches an **ANCHOR Corner** color**,** rotate (**NOT** Twist) the Pyramid until these tiles are on the **D**own Face and then complete the algorithm on the next page (p20).



D Face **D Face** **D Face**

Complete the algorithm on the next page (p20)

- If **NO** center colors match the **ANCHOR Corner** color, follow the steps below. **Note your colors may be in a different permutation to the below color example.**

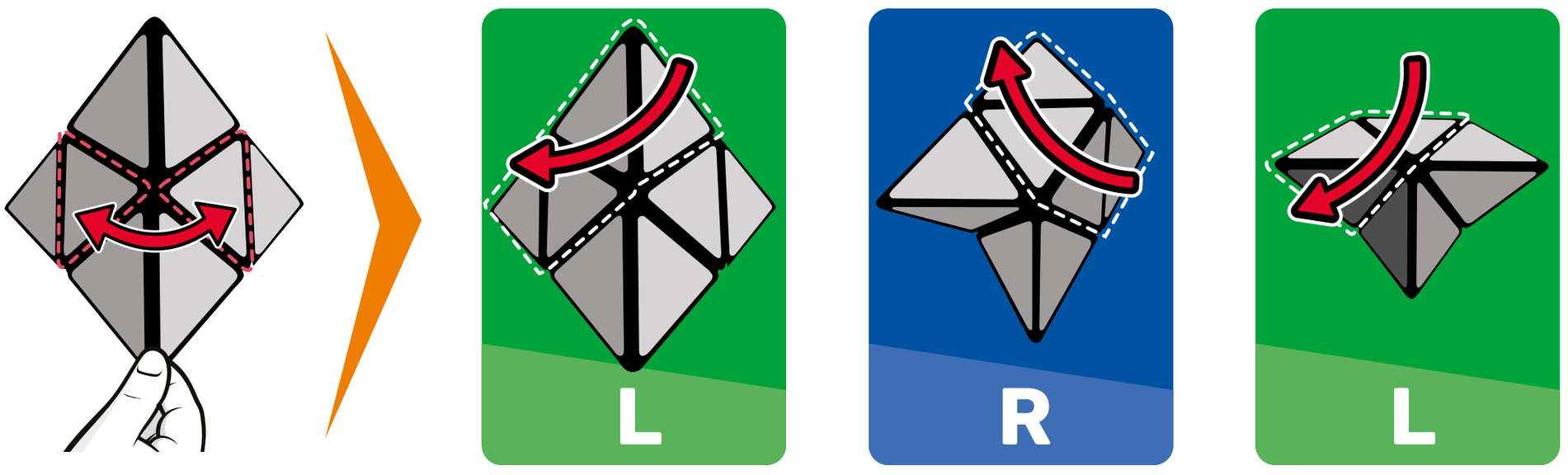


Complete the algorithm below.

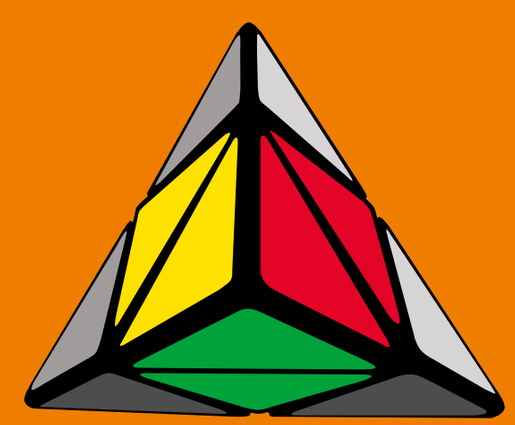
Now rotate (**NOT** Twist) the Pyramid until the matching tile corners are on the **D** face.

Complete the algorithm below again.

You have solved the centers and can move on to **Step Four.**



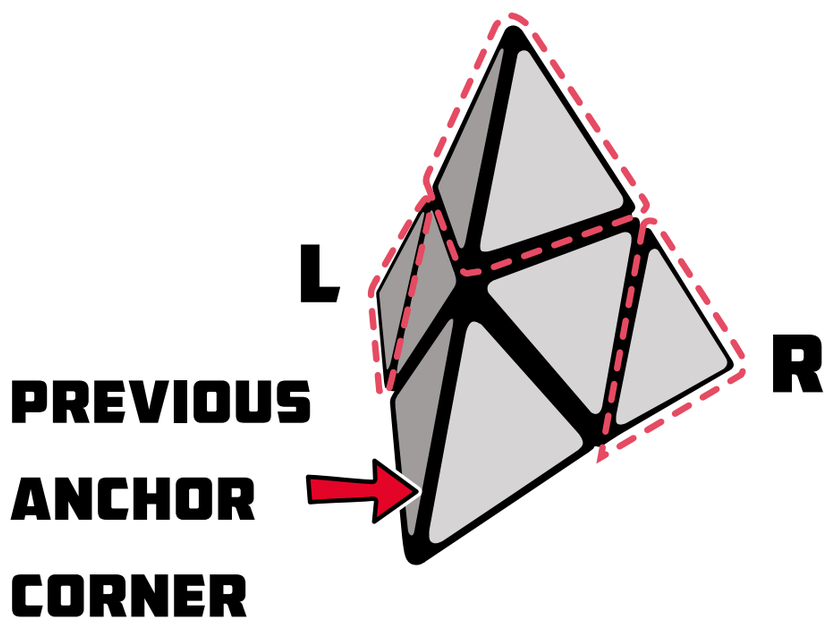
Proceed to **Step Four** if the **CENTERS** are in the correct locations.



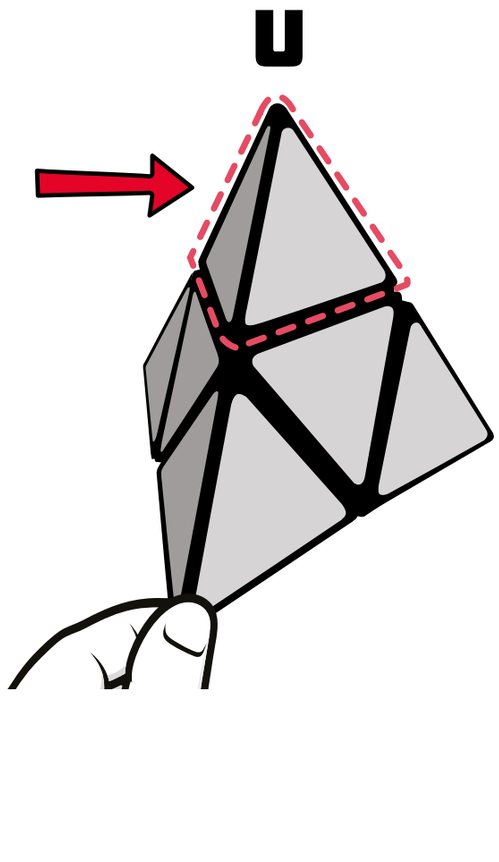
STEP FOUR

ORIENT ALL THE CORNERS

Since there may be multiple twisted corners (**U, L, R**), we will be solving them one at a time. Your previous **ANCHOR Corner** is already solved.

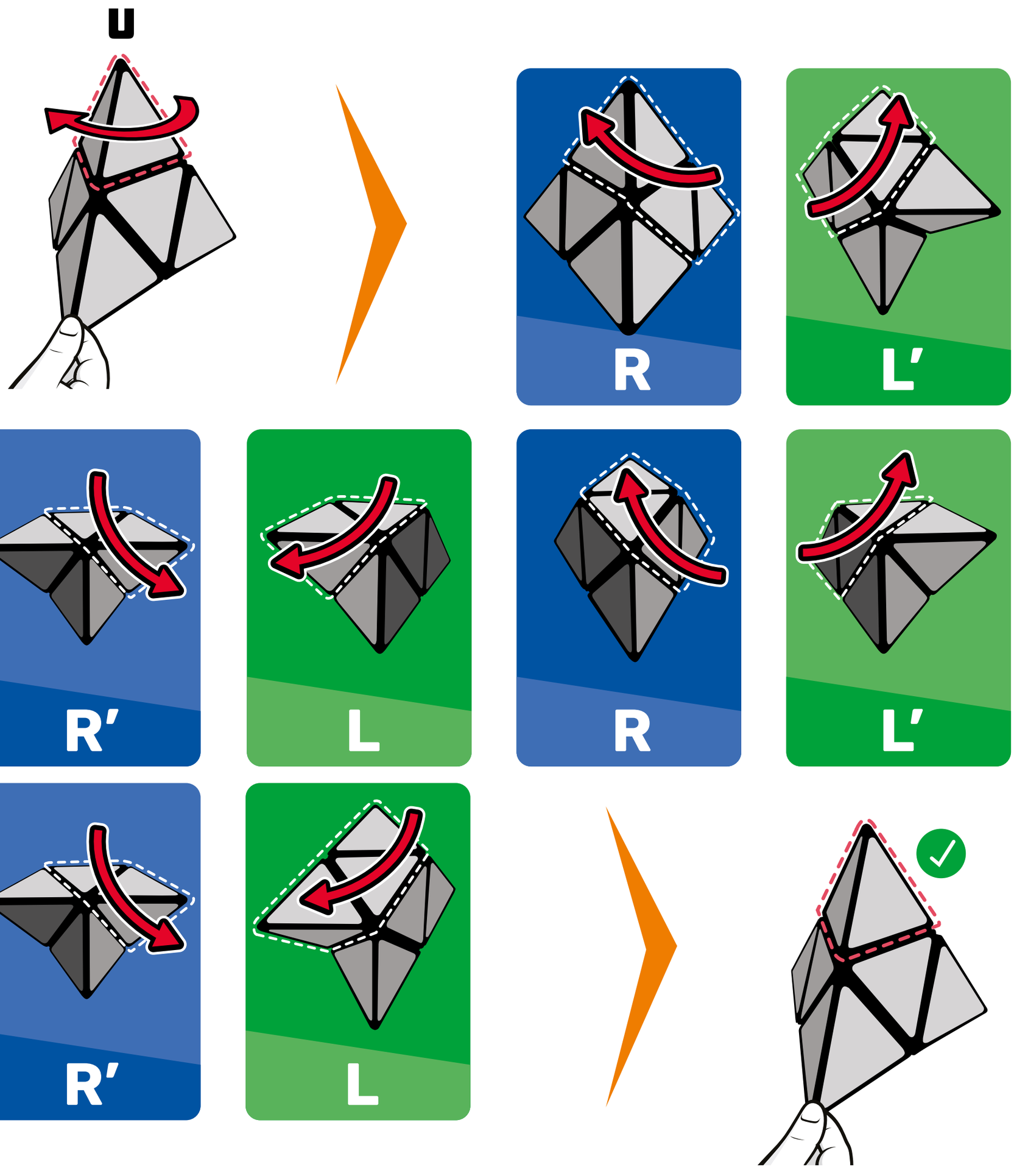


Rotate the puzzle so that the corner you want to twist/solve, is the **U**p **CORNER**. Hold the front corner as your new **ANCHOR Corner**.

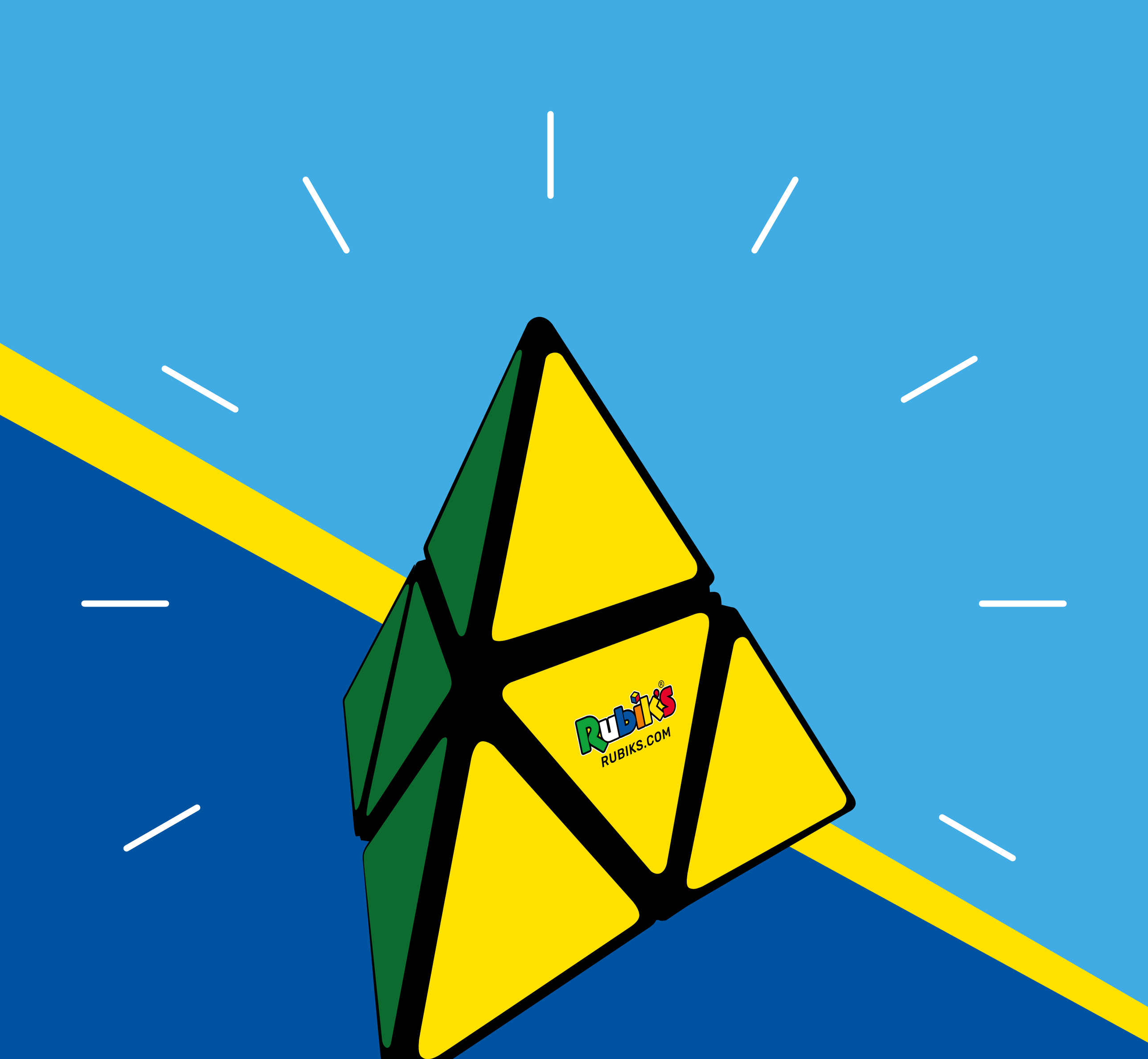


Action 1 Orientating the Top Corners

Use the algorithm below to move the **U**p **CORNER** clockwise around your Pyramid. **You may need to do this algorithm more than once to place the corner colors correctly.**



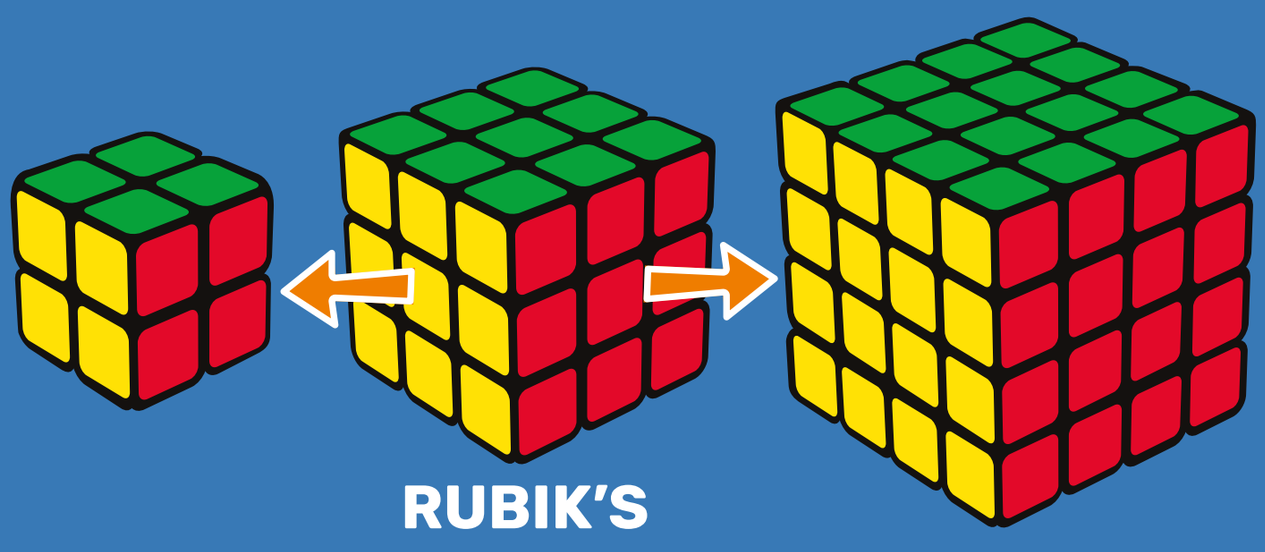
Once an **U**p **CORNER** is correctly **orientated**, rotate the Pyramid so each incorrectly oriented corner becomes the new **U**p **CORNER**. Then repeat the algorithm above.



CONGRATULATIONS!

You have solved the Rubik’s Pyramid!

TRY A DIFFERENT CHALLENGE



Available at: **RUBIKS.COM**

V1-EU-2020

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