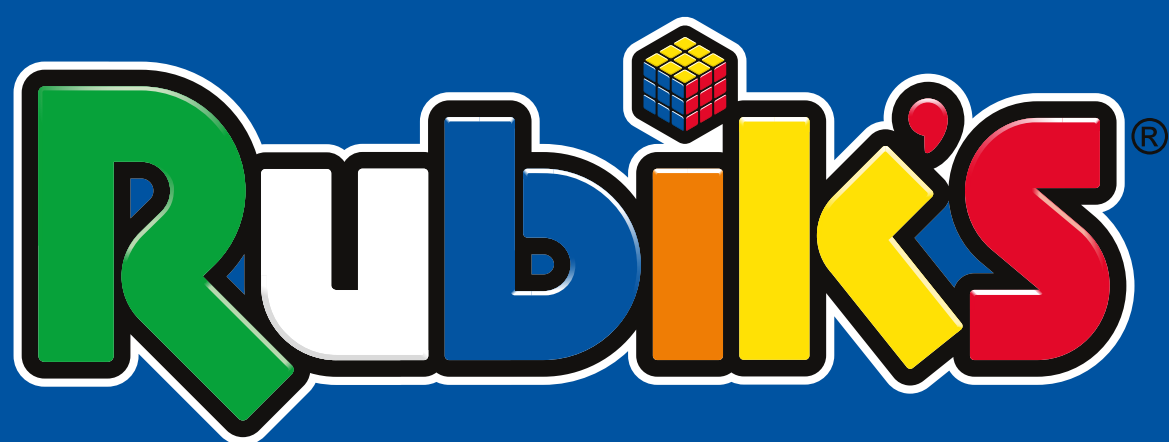
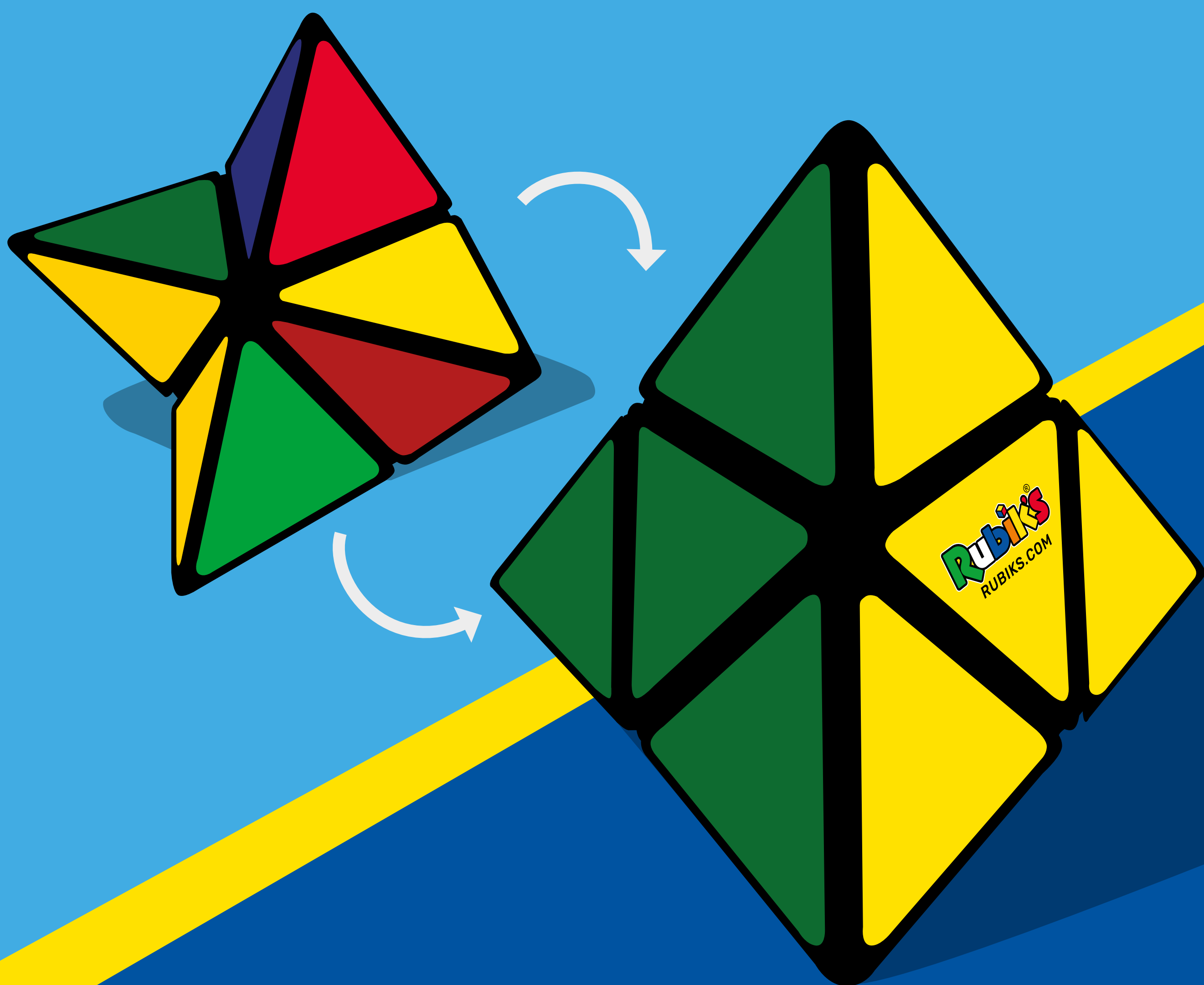




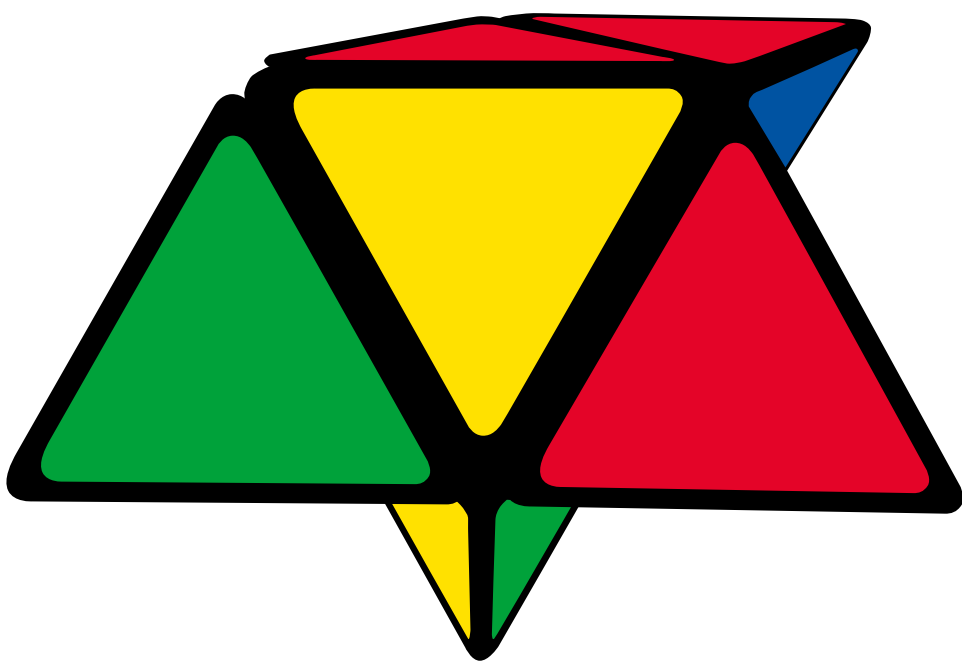
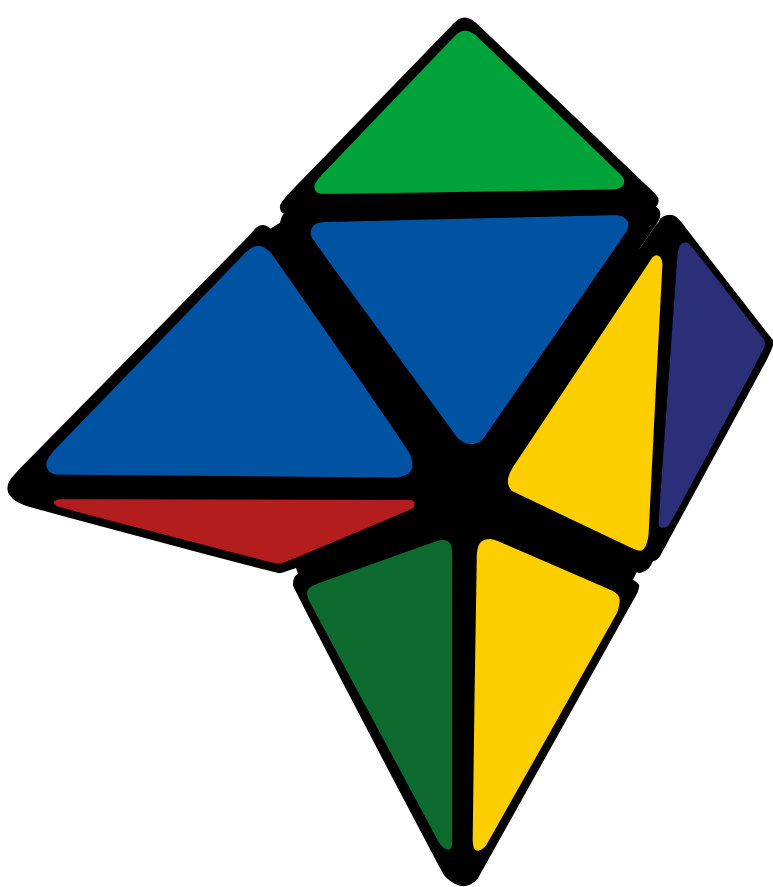
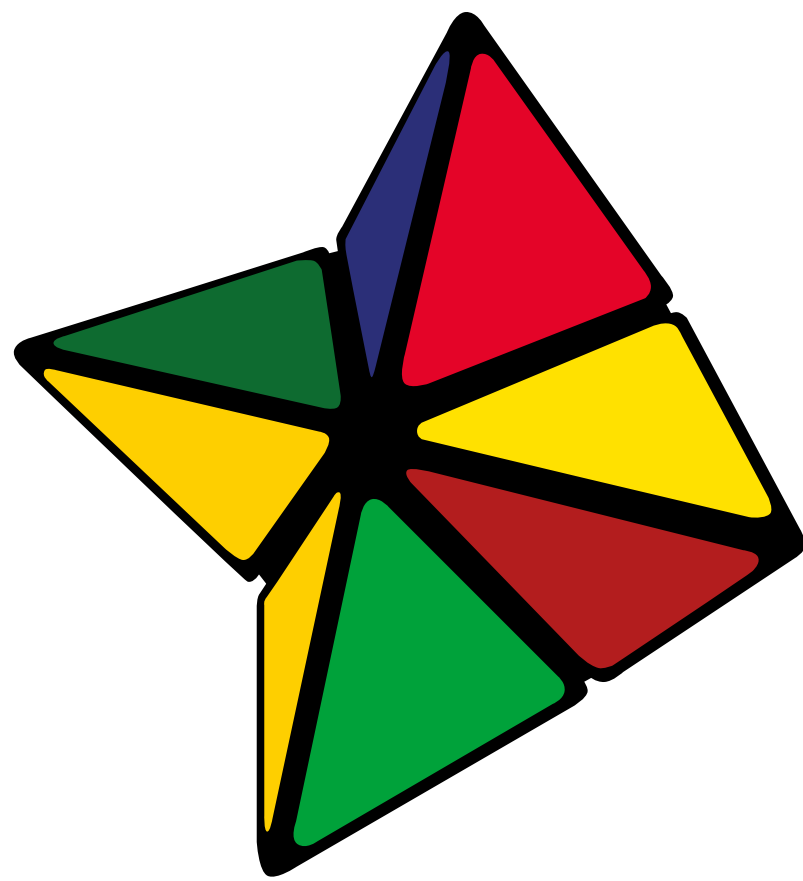
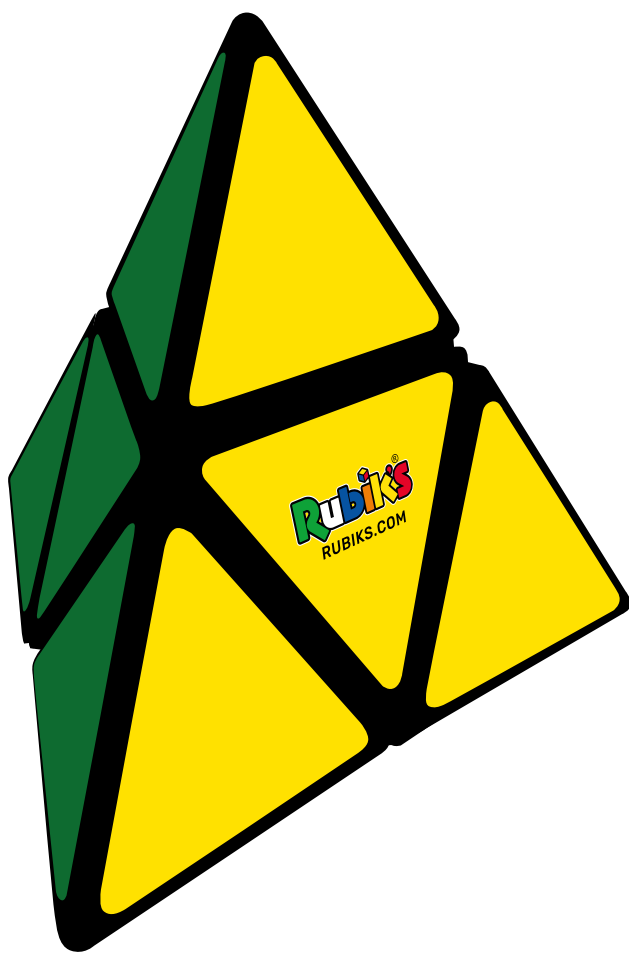
# YOU CAN DO THE RUBIK'S PYRAMID

## Solution Guide



## WHAT IS THE RUBIK'S PYRAMID?

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

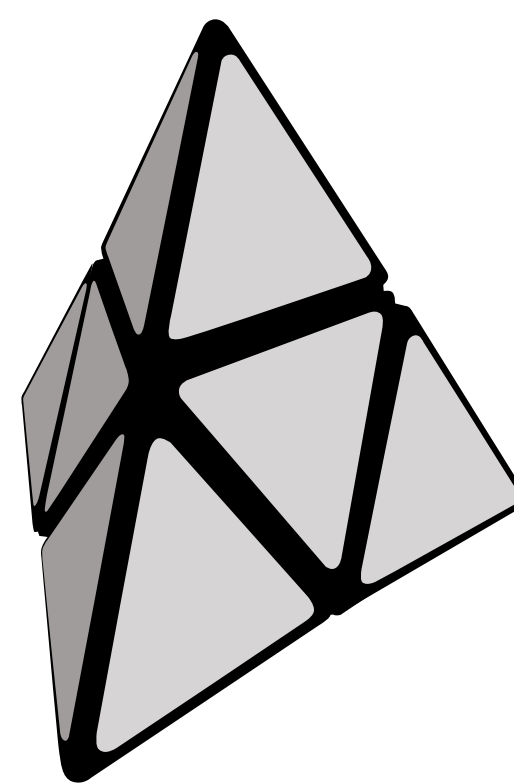


## HOW TO USE THIS GUIDE

- 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.



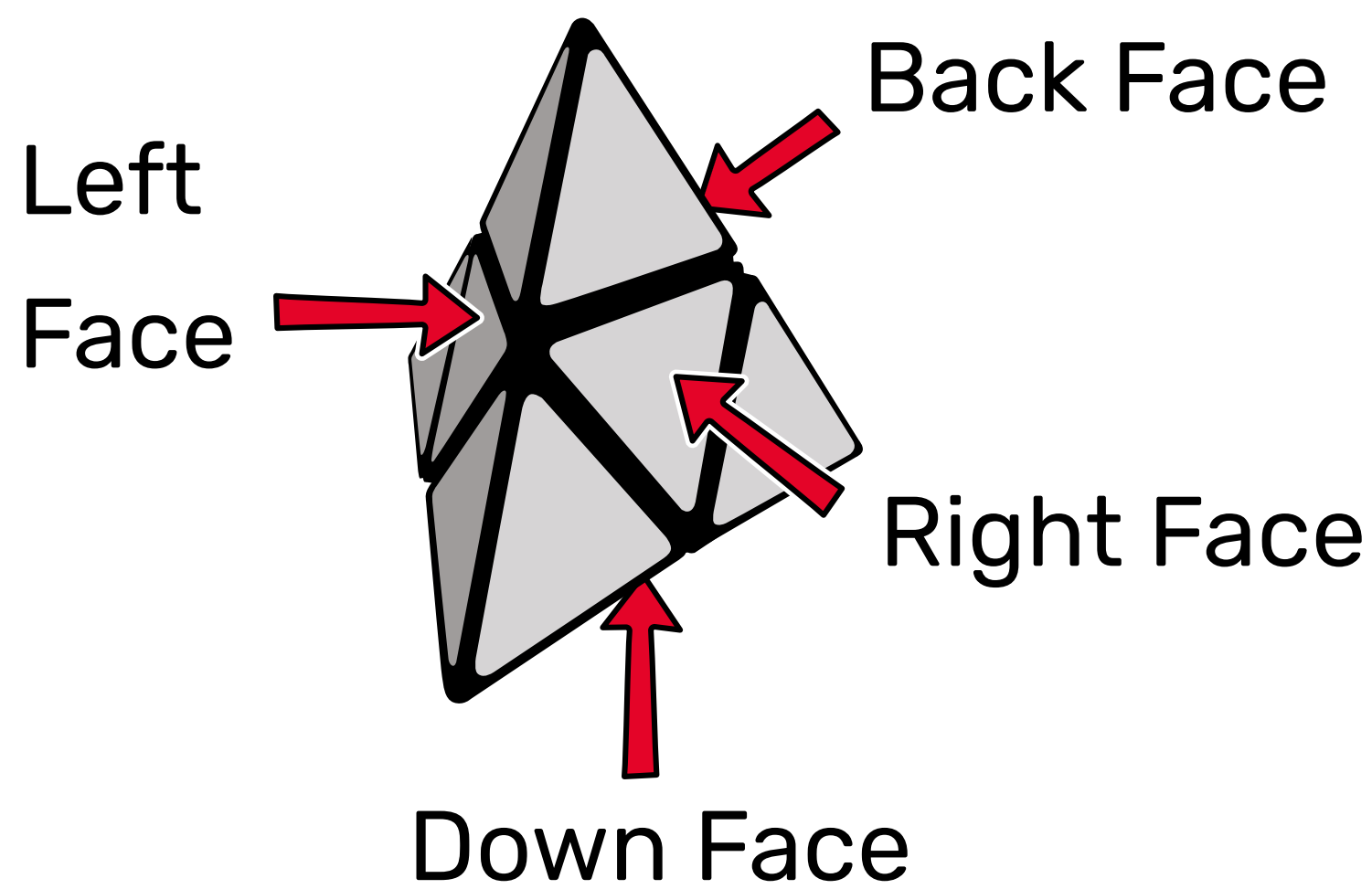
## TIPS FOR SUCCESS

- 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

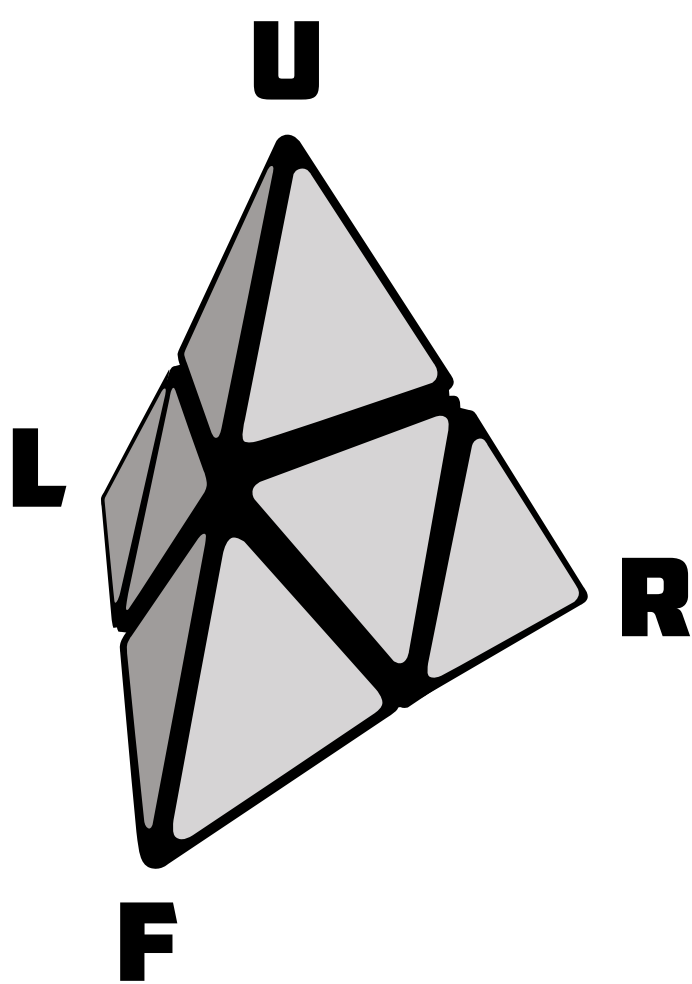
## FACES

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

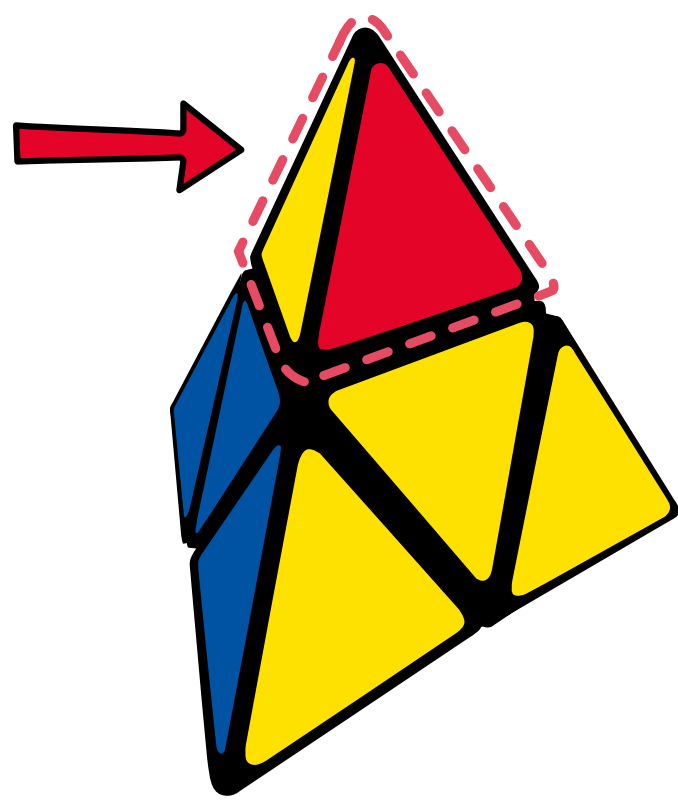
**L** = Left Corner

**R** = Right Corner

**F** = Front Corner

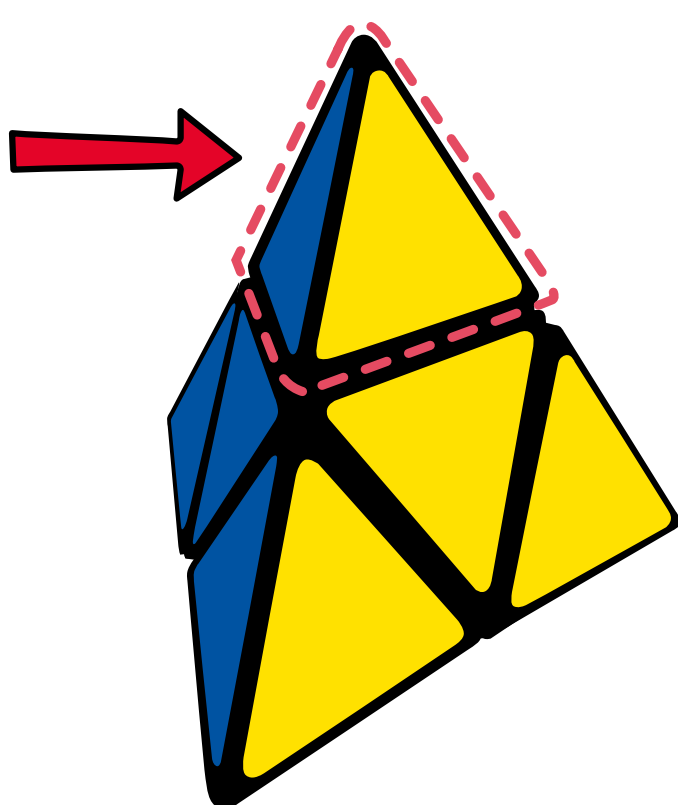
## TERMINOLOGY

**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.

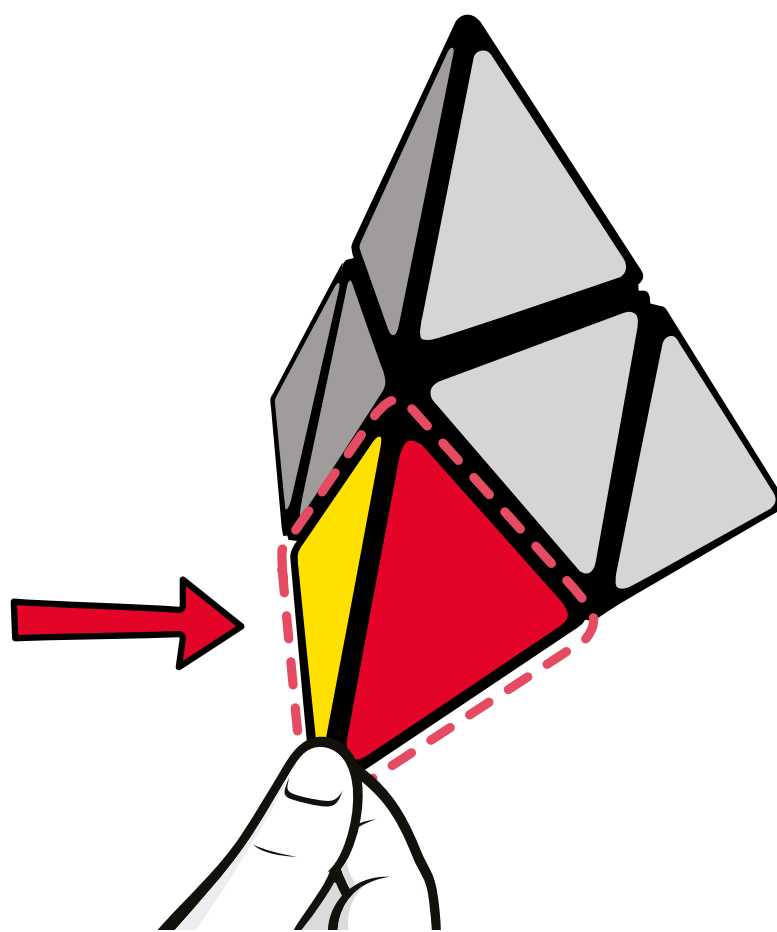


Correct Permutation  
Correct Orientation



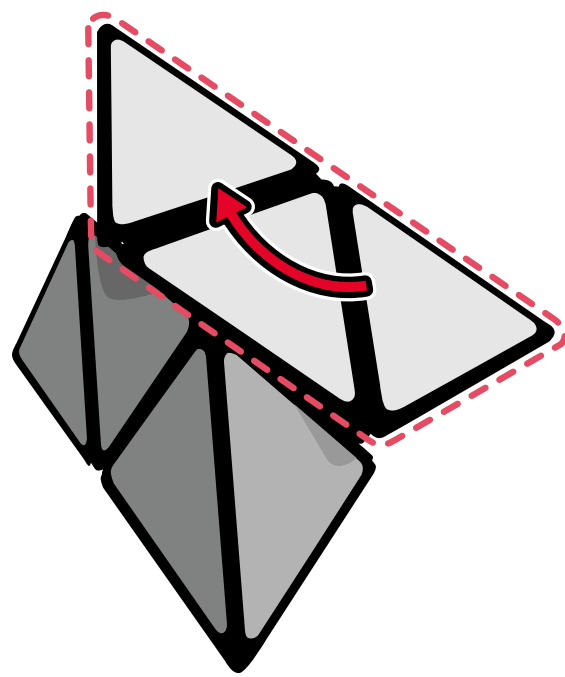
## ANCHOR CORNER

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.

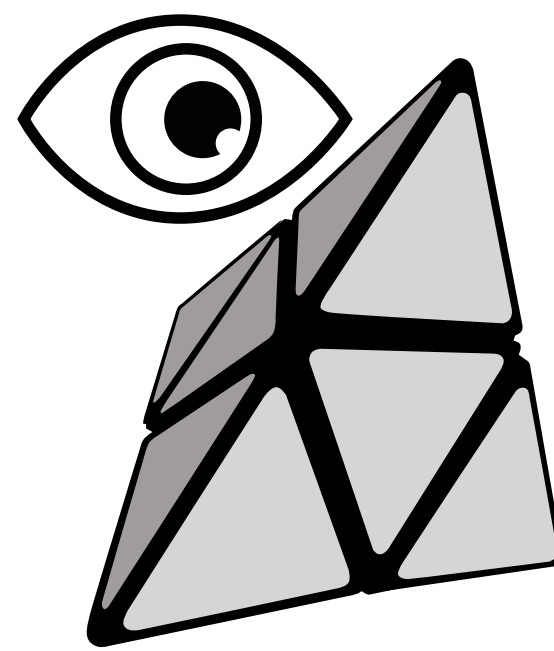


### TWISTING V'S ROTATING

**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**

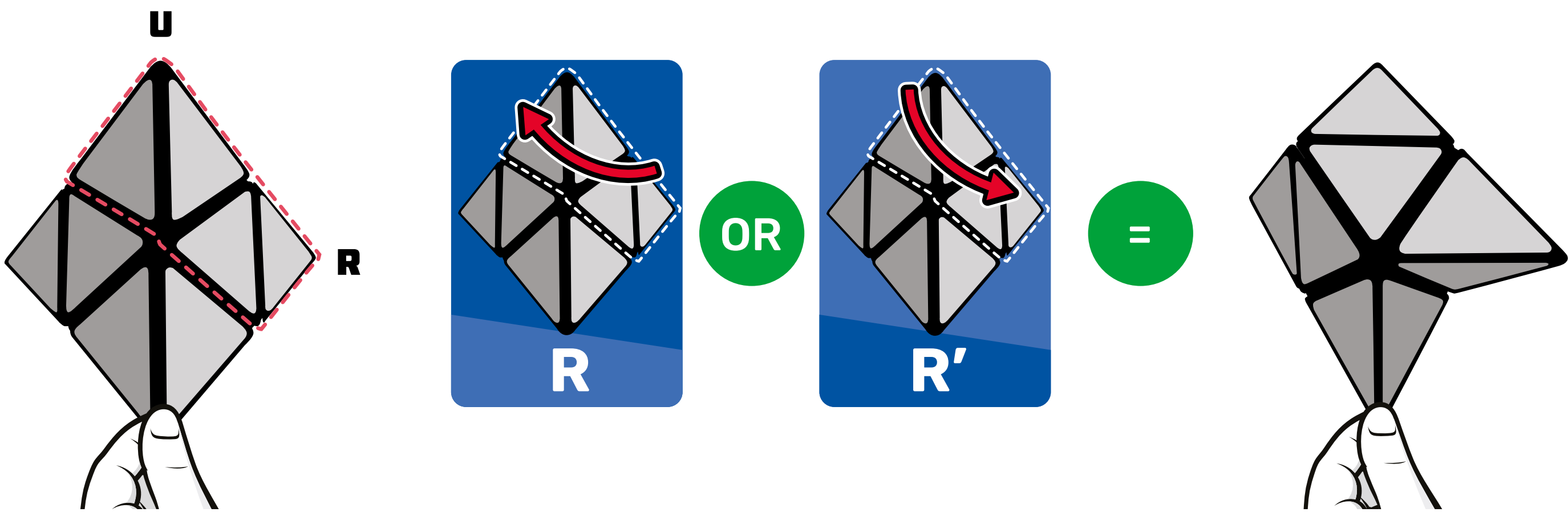


**ROTATING**

# UNDERSTANDING THE MOVES

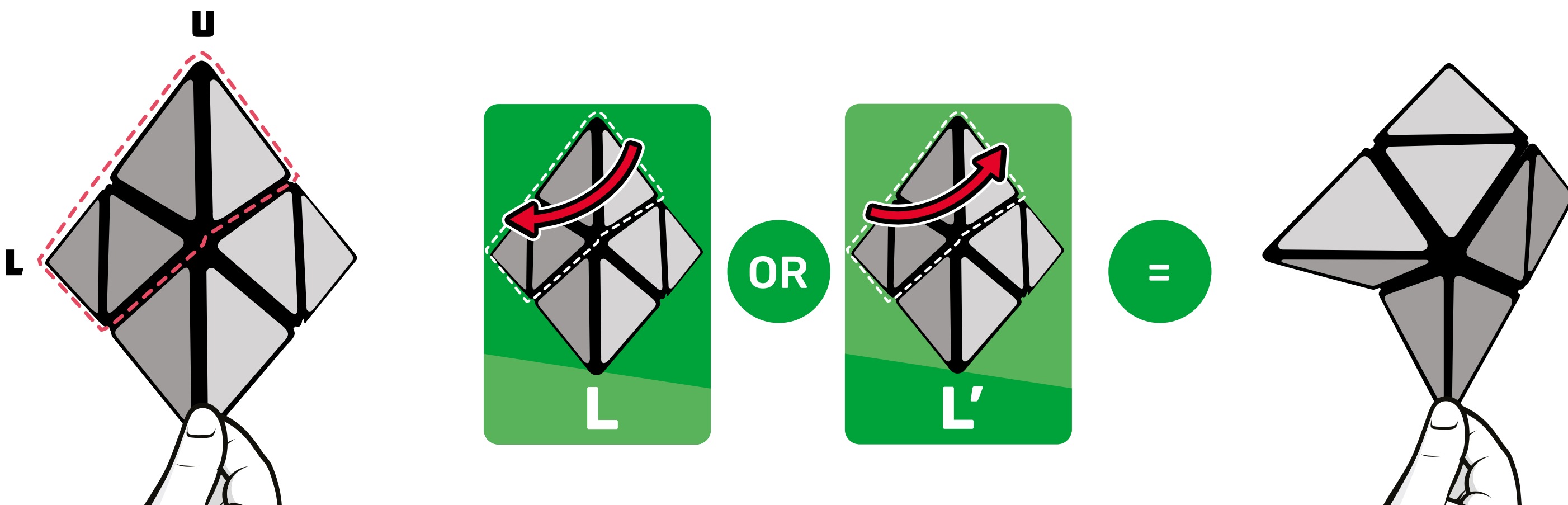
## Right Move

Holding the **Front Corner**, twist the **Up** and **Right** corners **clockwise** for **R** or **counter clockwise** for **R'**



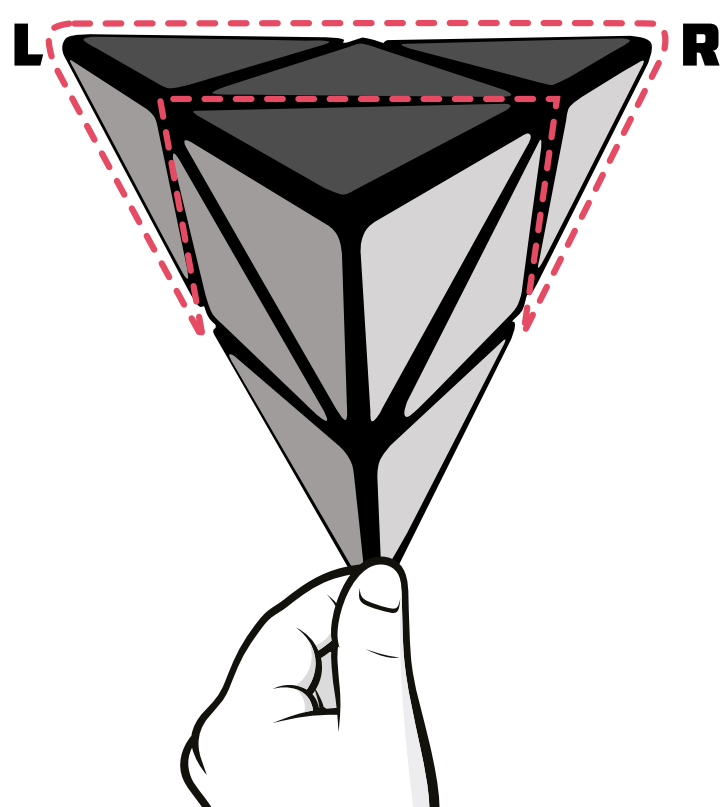
## Left Move

Holding the **Front Corner**, twist the **Up** and **Left** corners **clockwise** for **L** or **counter clockwise** for **L'**



## Back Move

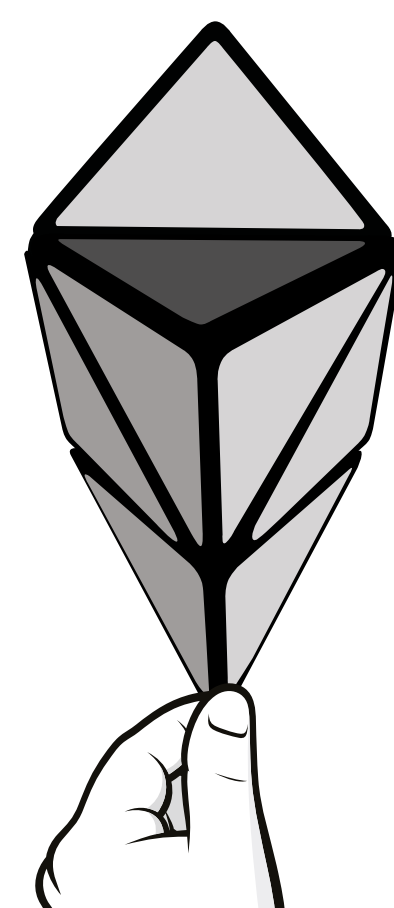
Holding the **Front Corner**, twist the **Left** and **Right** corners **clockwise** for **B** or **counter clockwise** for **B'**



OR



=

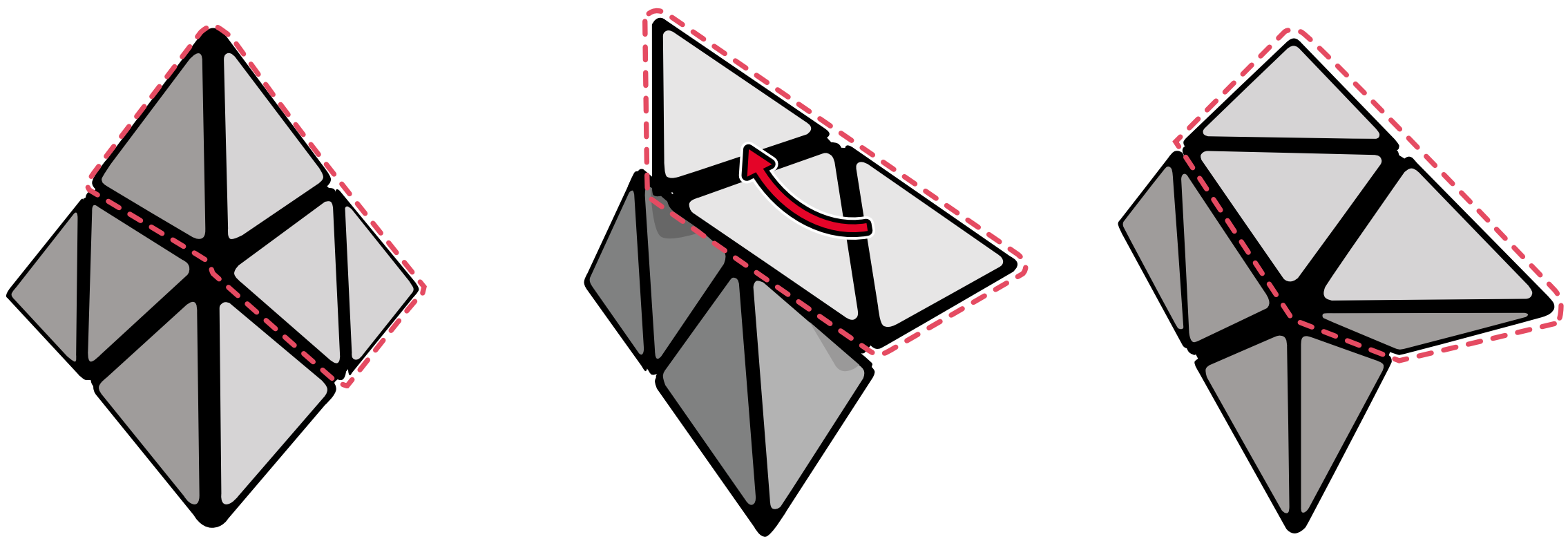


### PRACTICE PRACTICE PRACTICE

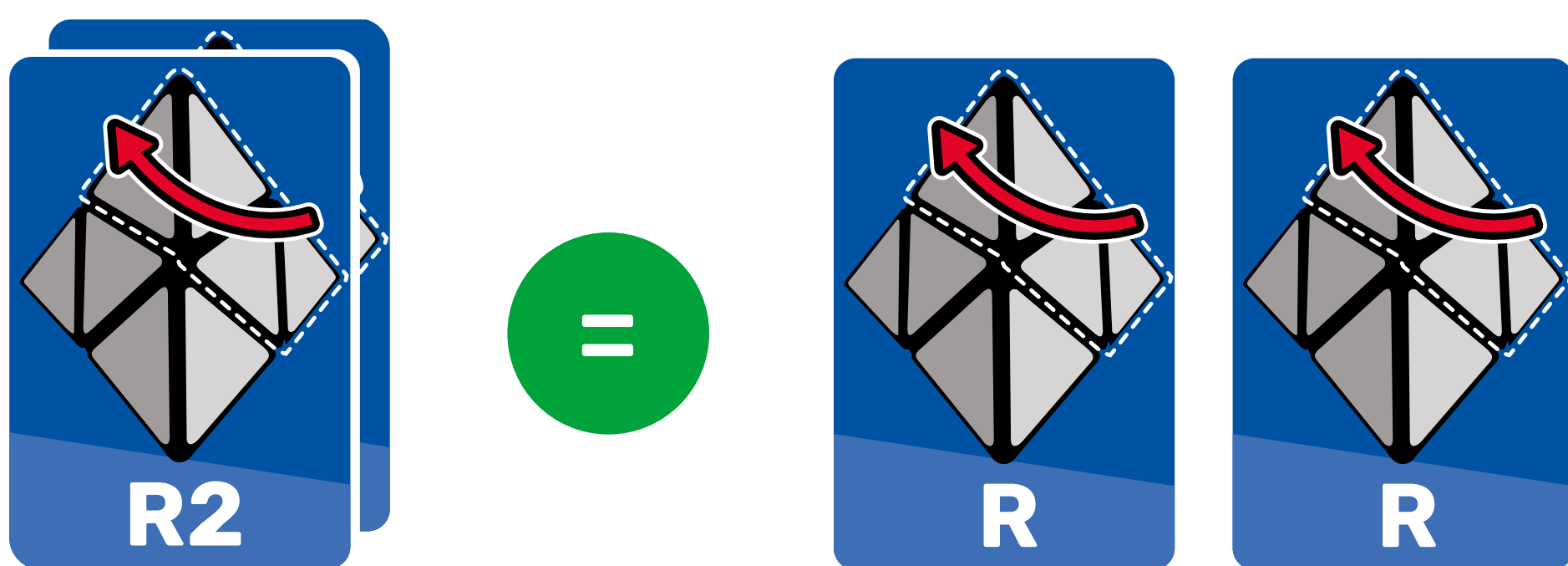
Practice these moves quite a few times before launching into the guide



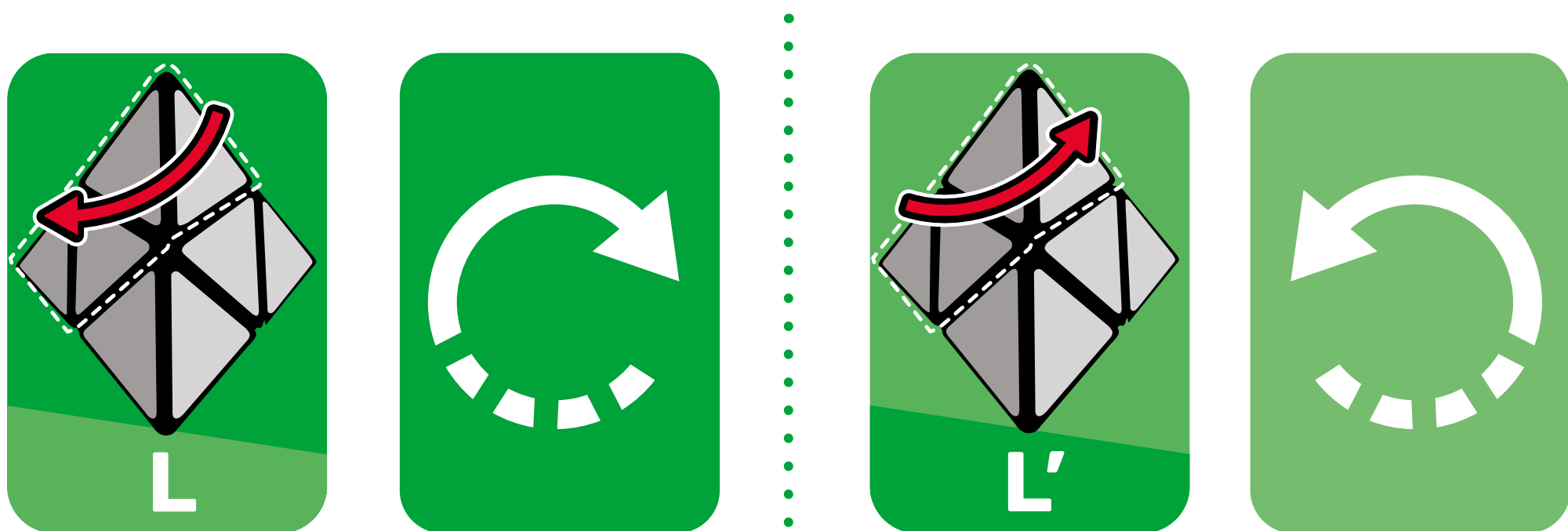
- Each move is a  $\frac{1}{4}$  **TURN**.

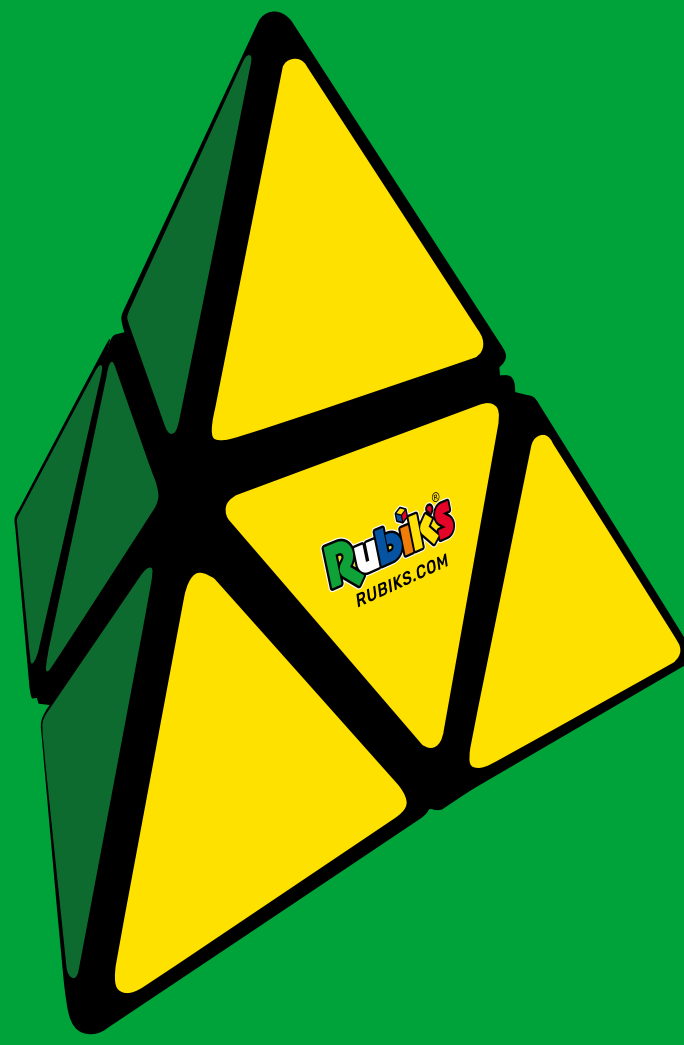


- An **ALGORITHM** is a sequence of moves that you need to do in a specific order.
- When following the algorithms in this guide, it is important to maintain the **ANCHOR Corner** of your Rubik's Pyramid at the **FRONT** through all of the turns.
- If there is a **2** next to the algorithm letter, turn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

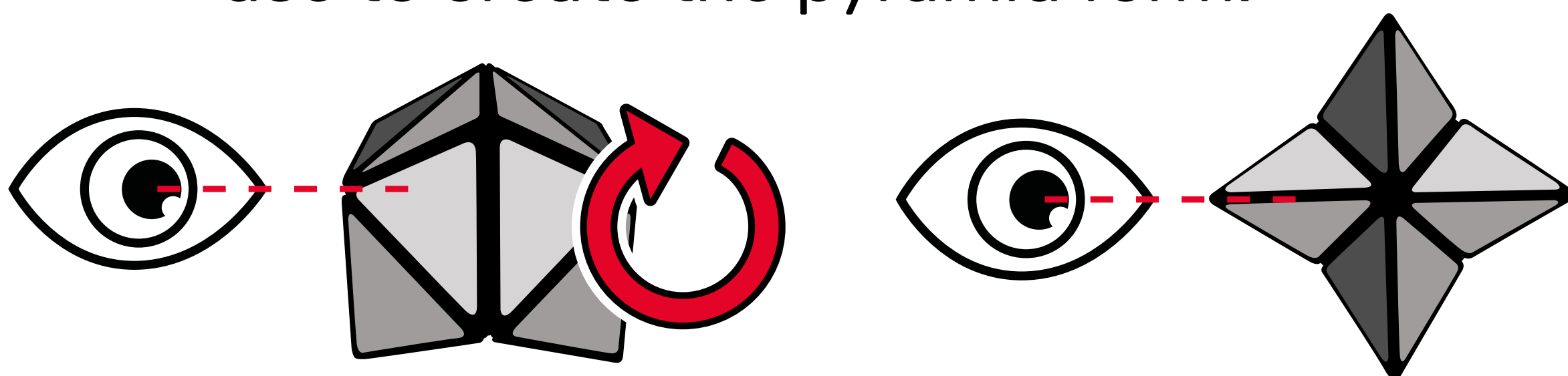
## STEP ONE

# CREATE THE PYRAMID FORM



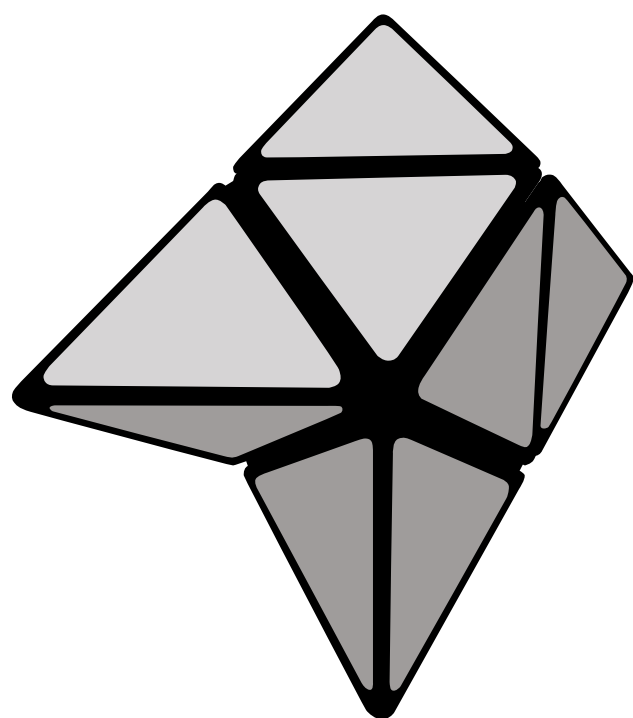
### DETERMINING THE SHAPE

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.

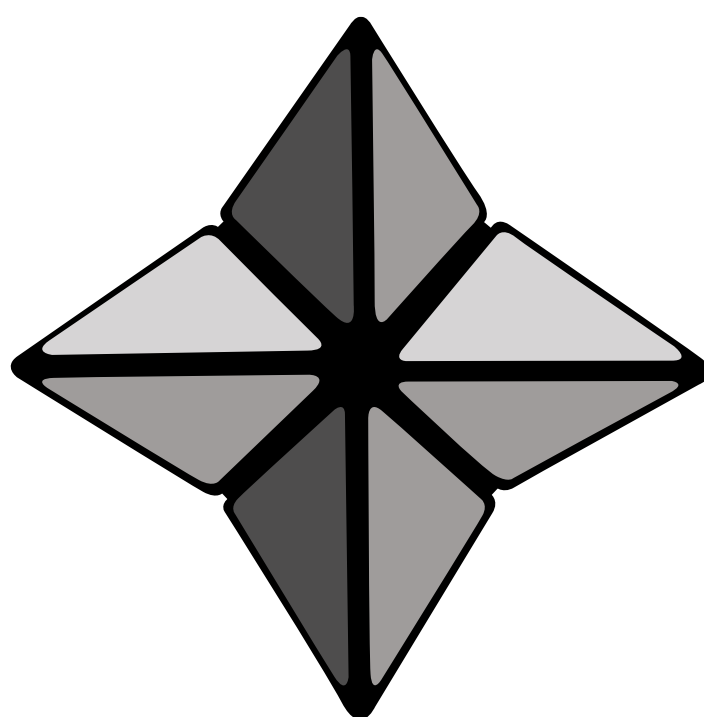


## STARTING SHAPES

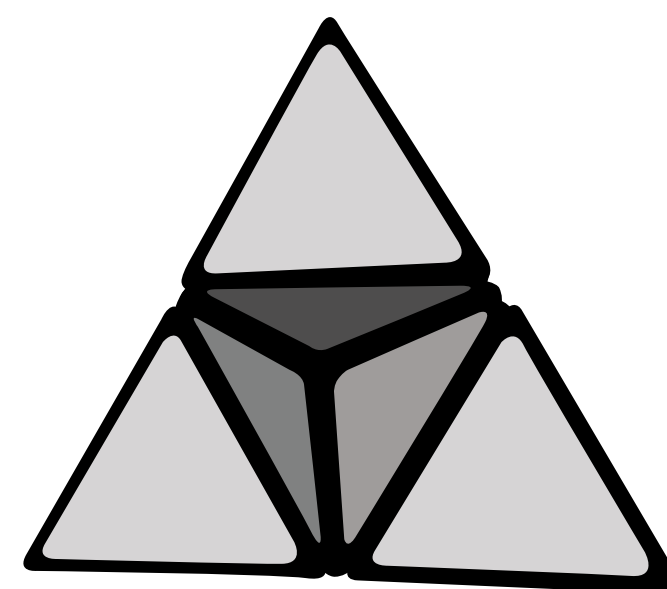
**PILLOW**



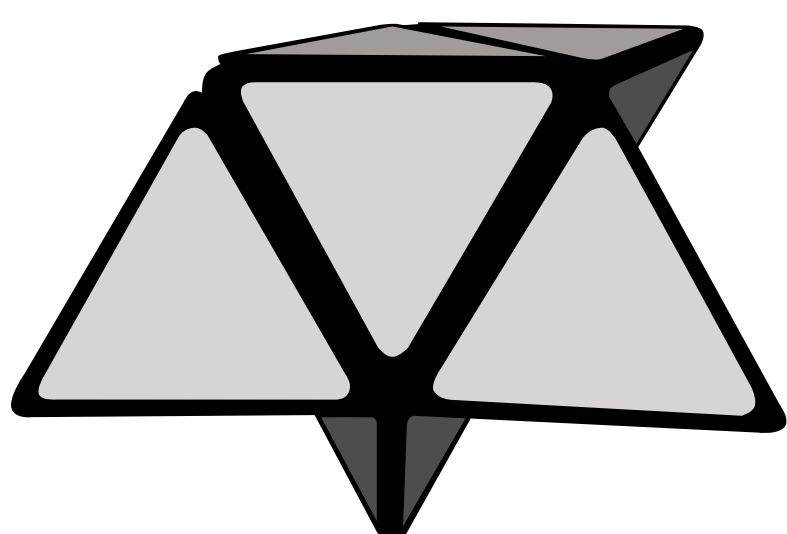
**STAR**



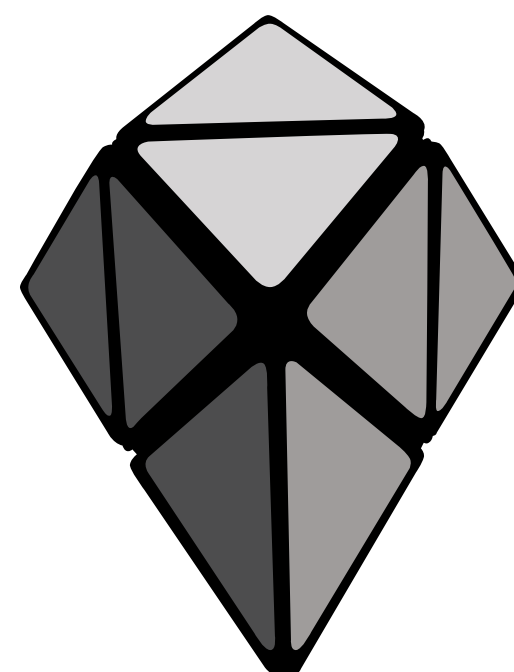
**FLOWER**



**FLYING SPACESHIP**



**LANDED SPACESHIP**



PILLOW



**HOLD ANCHOR CORNER**



L



STAR



**HOLD ANCHOR CORNER**



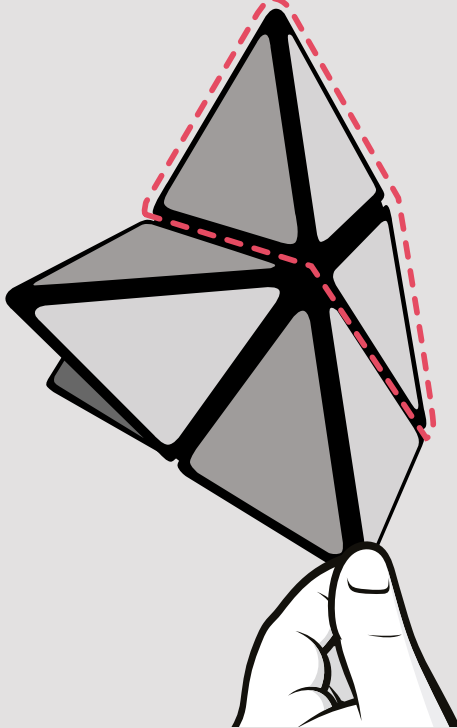
R2




L




FLOWER




**HOLD ANCHOR CORNER**



R'



L



R



FLYING SPACESHIP



**HOLD ANCHOR CORNER**



R'



L



# FLYING SPACESHIP - REVERSE

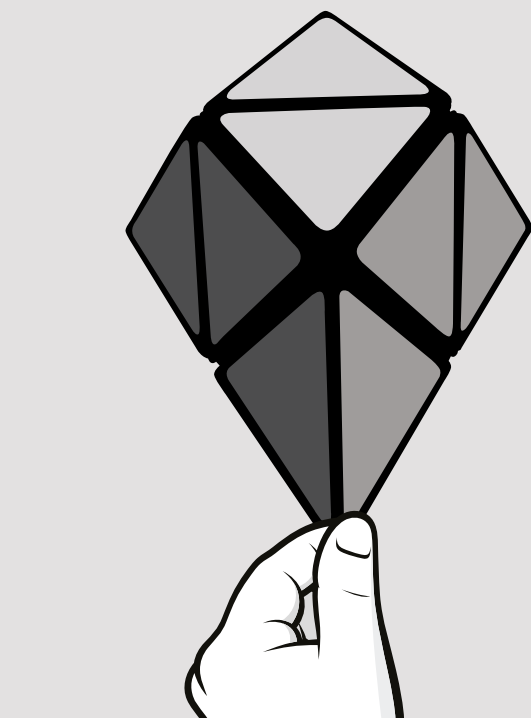


**HOLD ANCHOR CORNER**



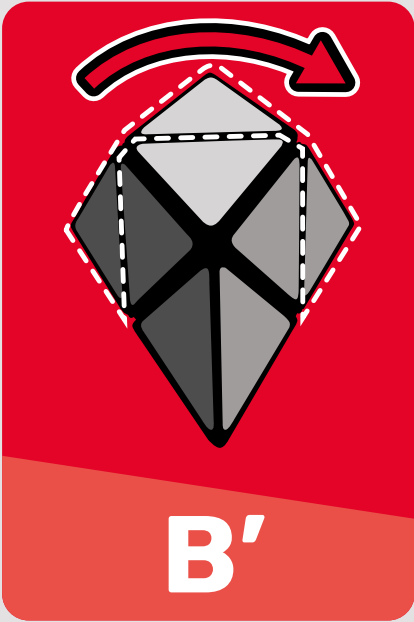


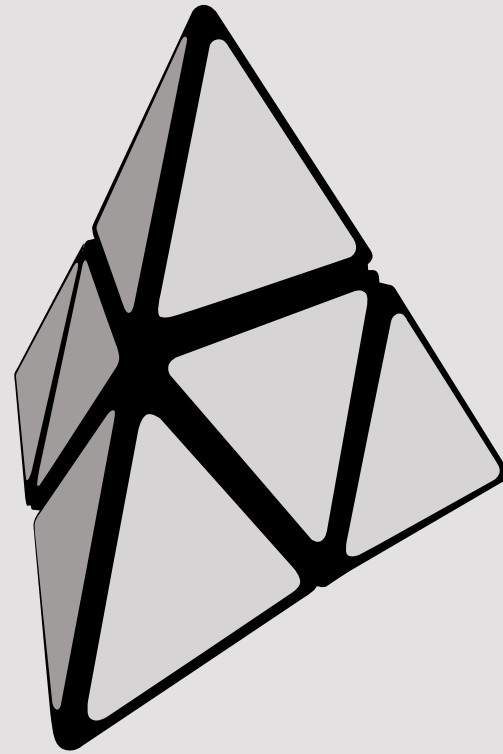


# LANDED SPACESHIP



**HOLD ANCHOR CORNER**







**TIP ON  
NEXT PAGE**





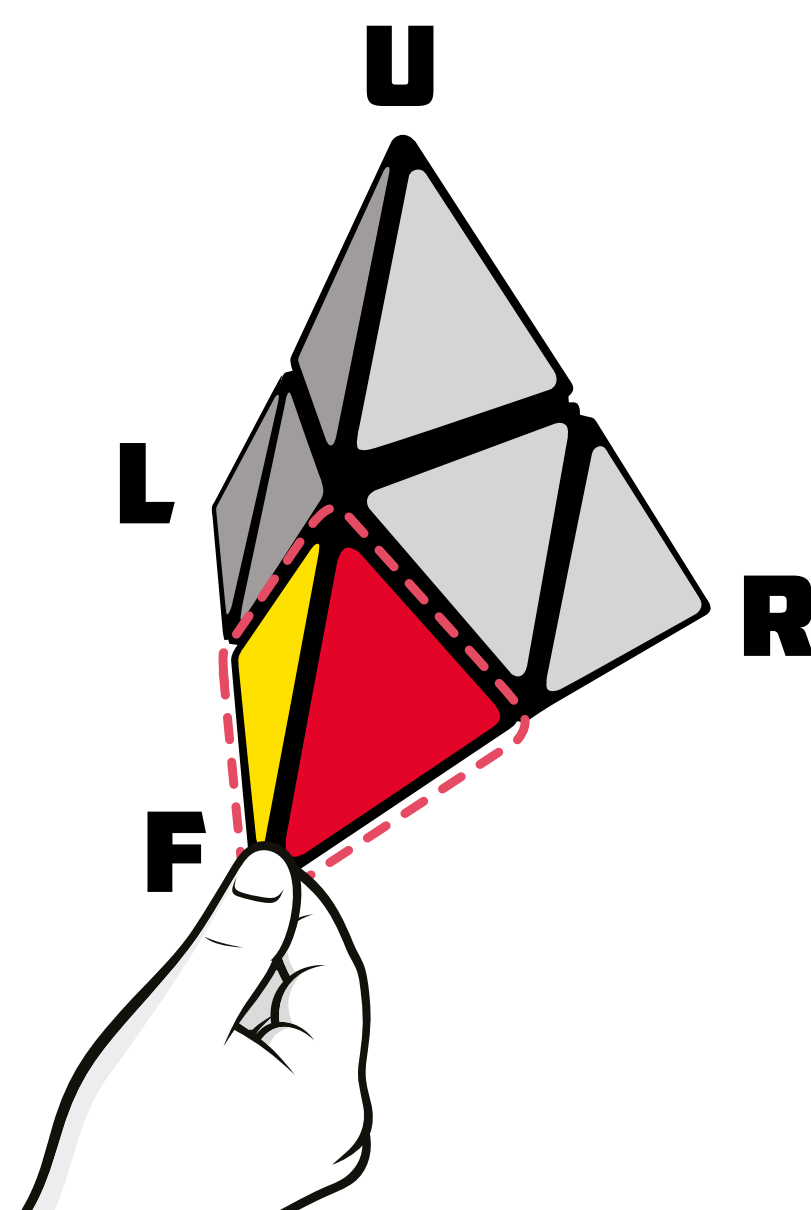
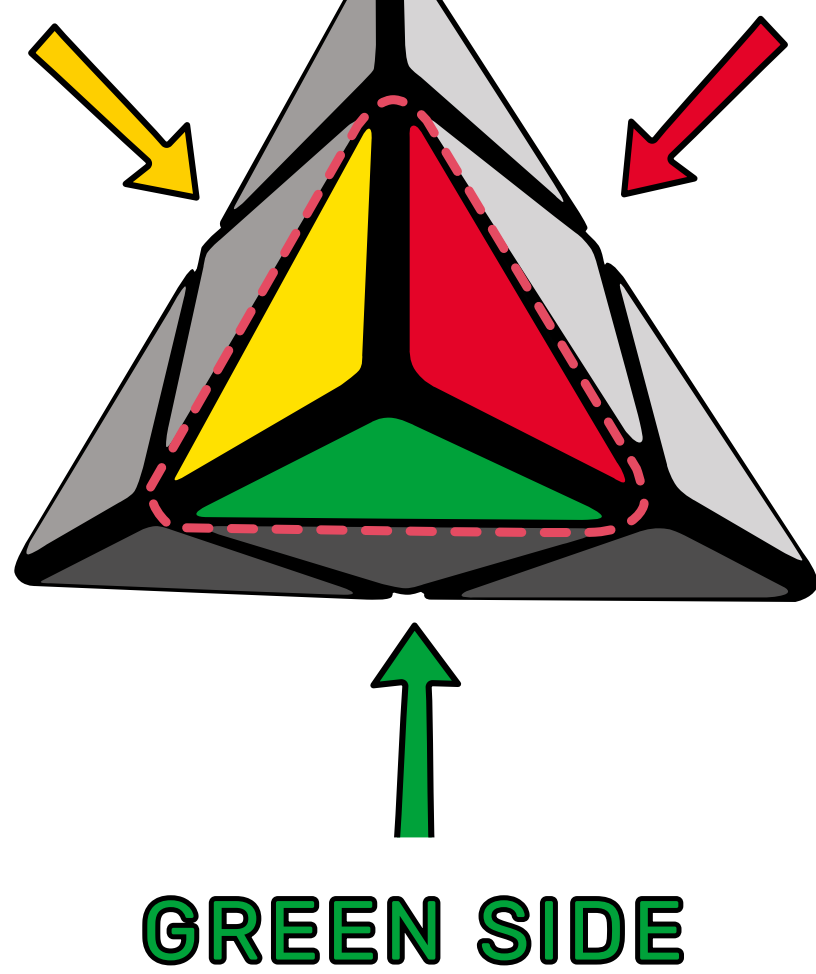
## DETERMINING THE PYRAMIDS SIDE COLORS

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.

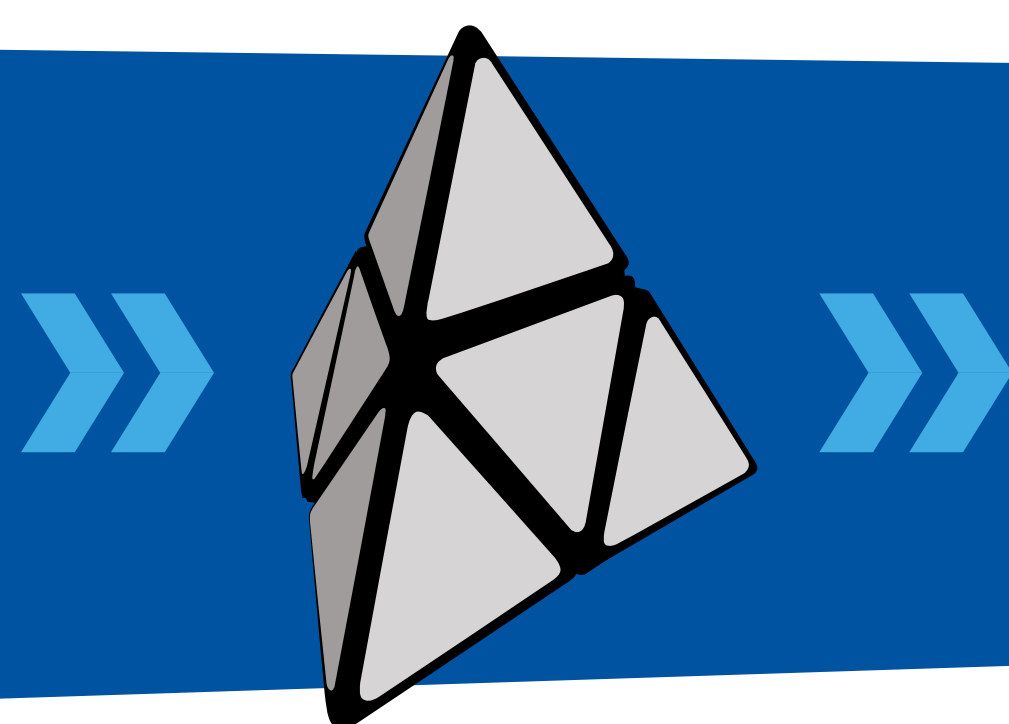
Hold the Pyramid so the anchor corner is the **FRONT** corner. Notice that unlike a Rubik's Cube, the center pieces will **NOT** define the color of the sides.

**YELLOW  
SIDE**

**RED  
SIDE**



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

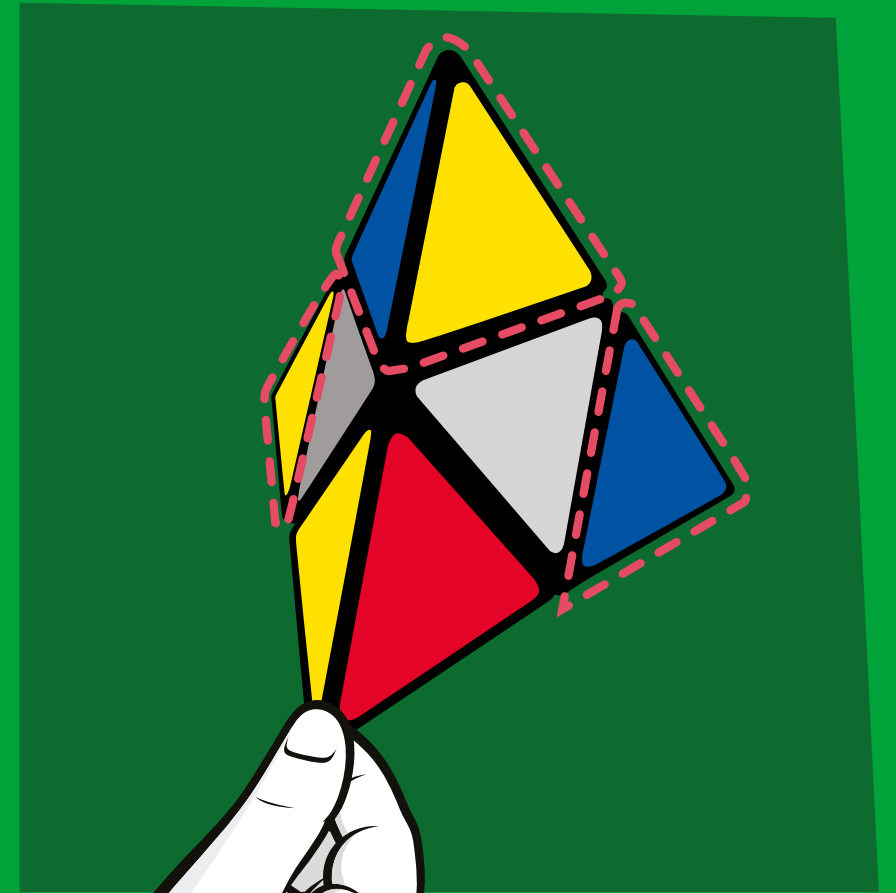


## STEP TWO

# PLACE THE CORNERS

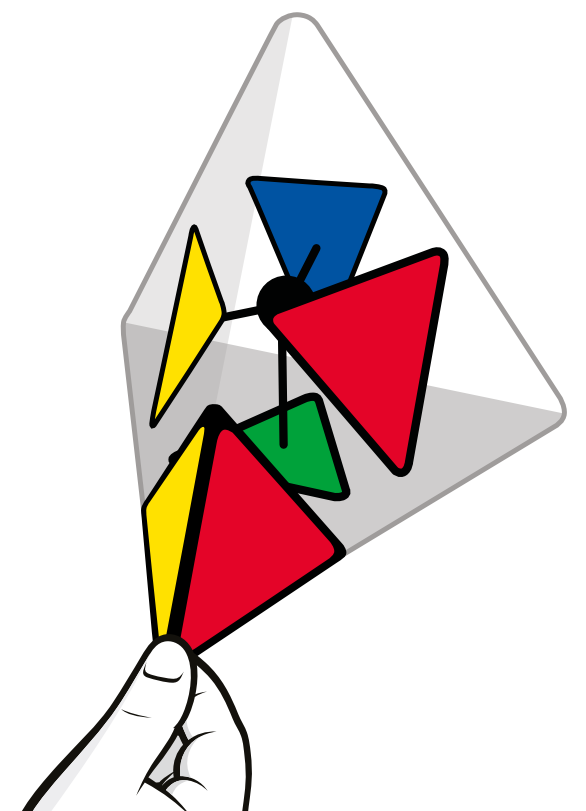
### GOAL

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

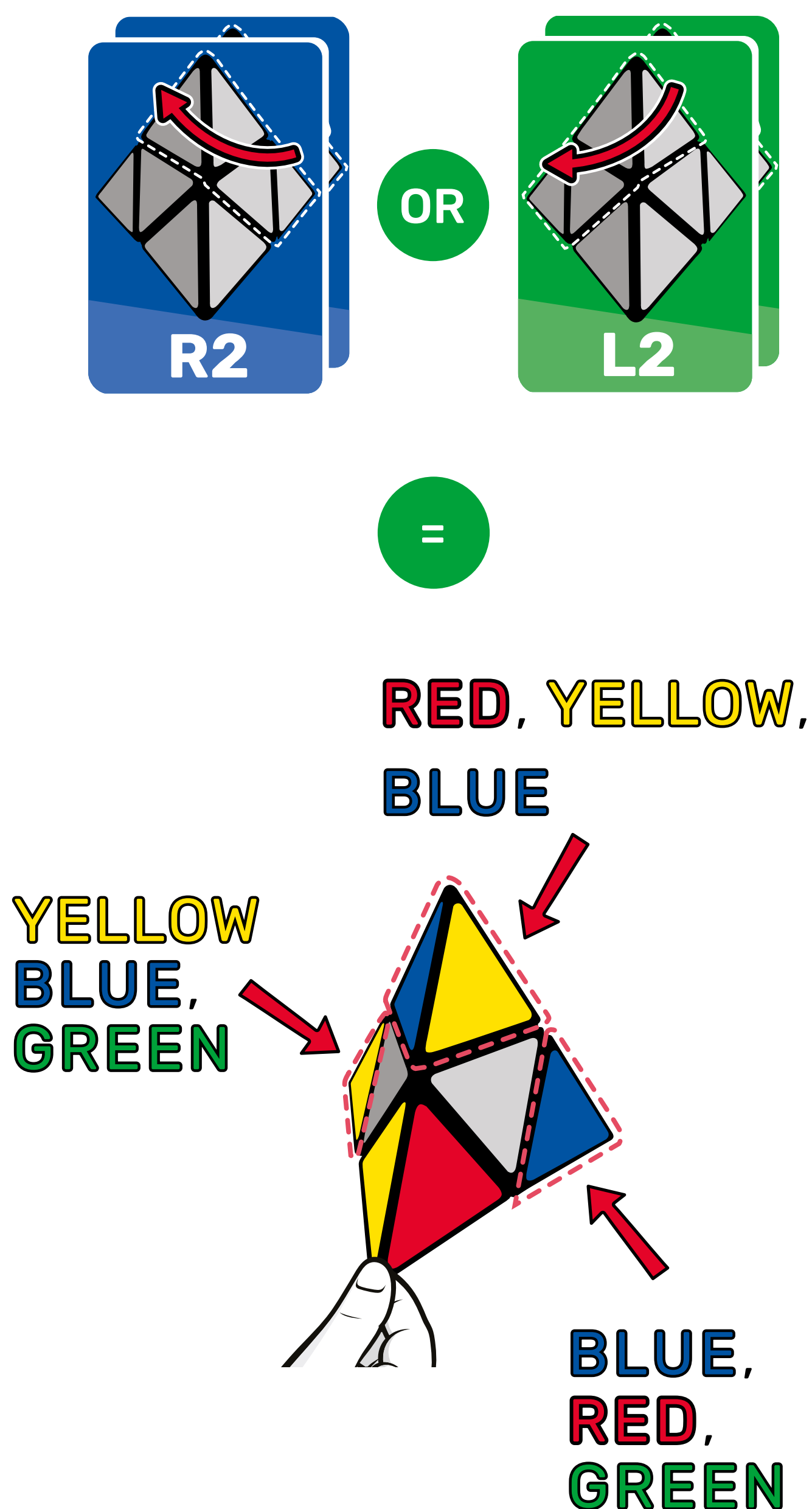
- The colors on the **ANCHOR Corner** define the sides colors.
- The color missing from the **Anchor Corner** – **BLUE**, is the color of the **BACK** face.



### 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.**

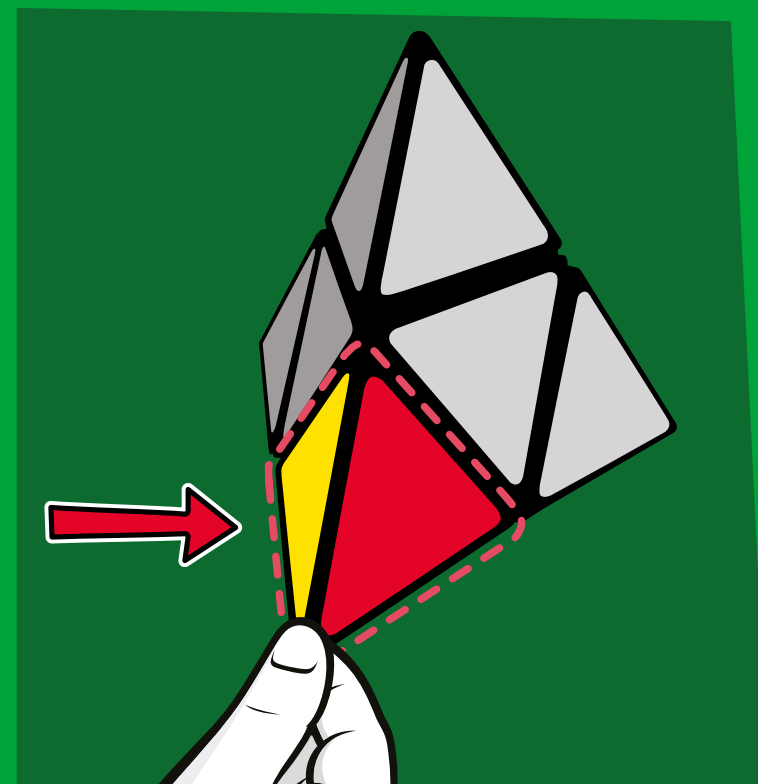


## STEP THREE

# SOLVE THE CENTER PIECES

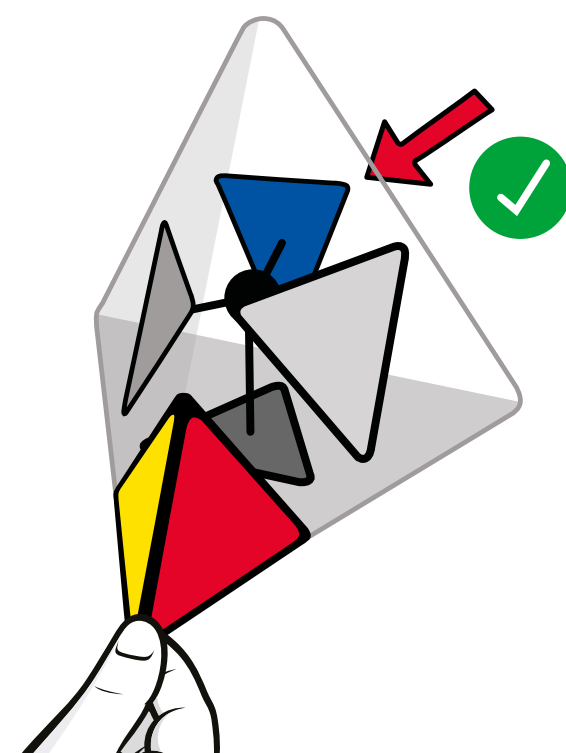
## HOLDING YOUR RUBIK'S PYRAMID

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

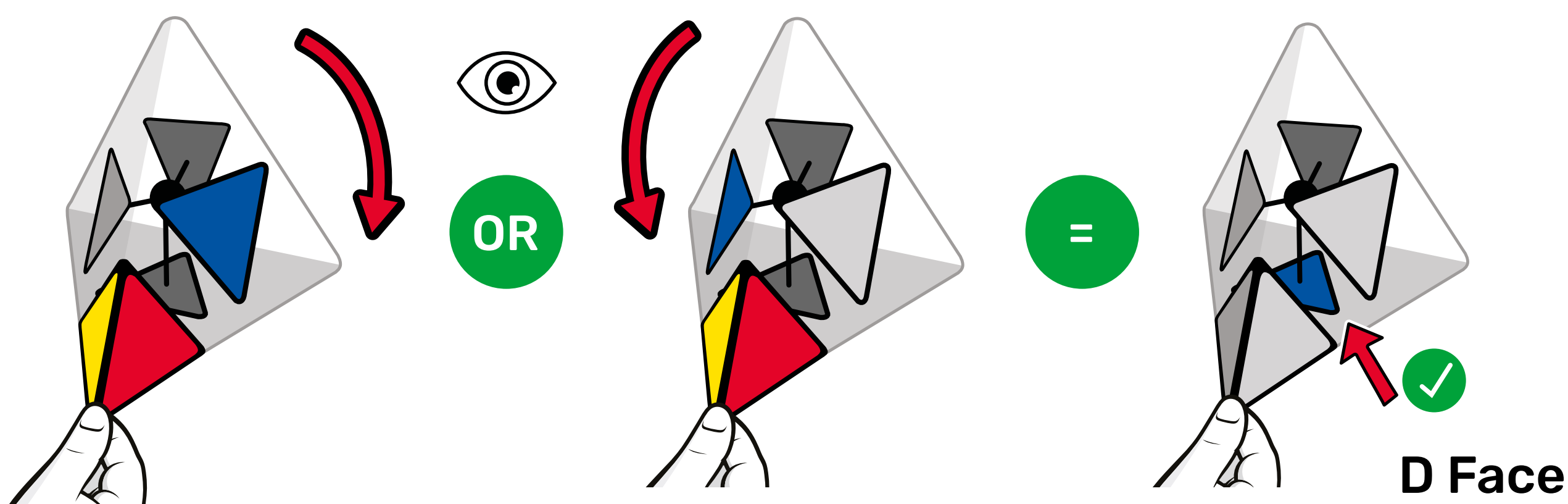


### Action 1 Placing the Back Center Correctly

- 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.

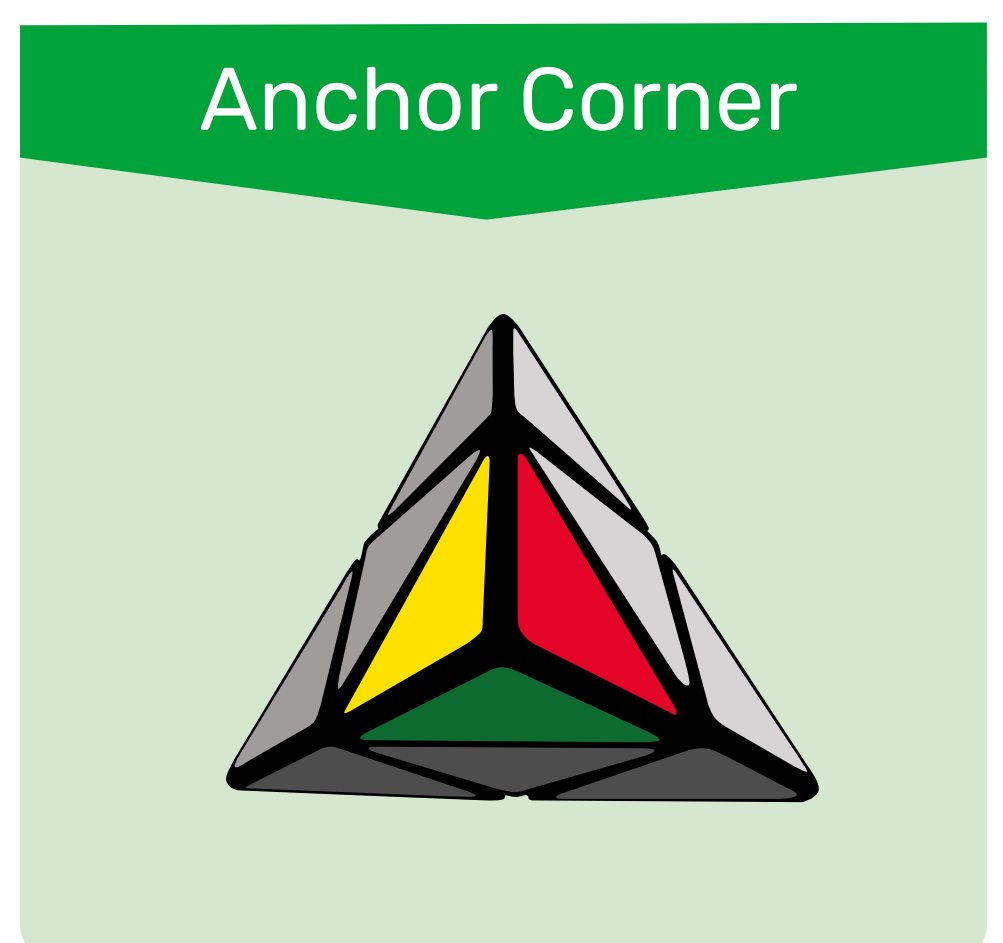


- Hold the Pyramid with the **YELLOW**, **RED** and **GREEN** corner as the **FRONT Corner**, if the **BLUE** center is on the **BACK** face, proceed to **Action 2**.



## CENTER PIECES

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

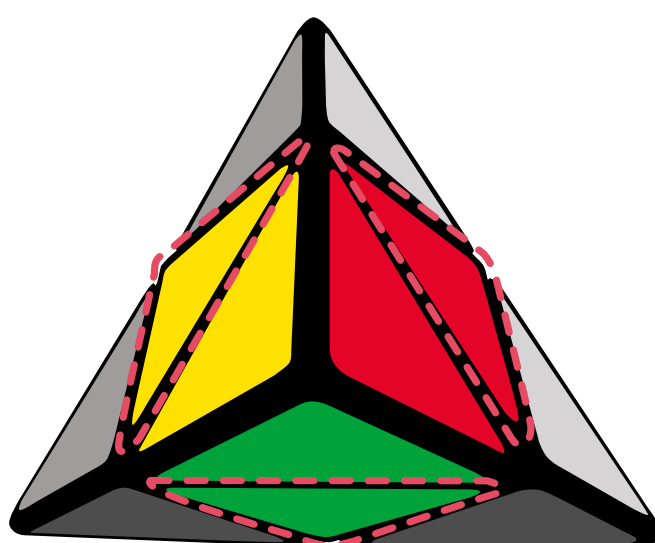




## Action 2 Swapping the Center Pieces

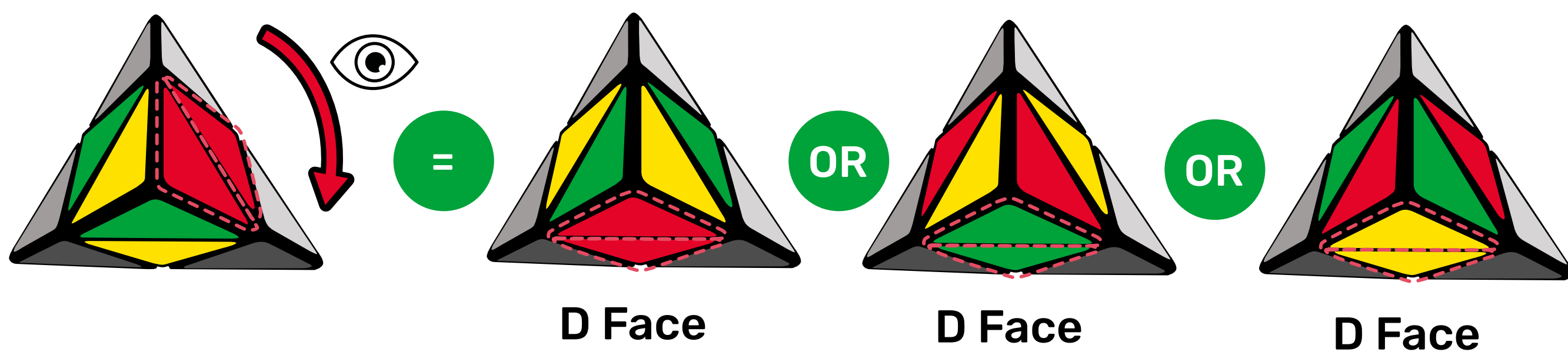
First determine where your center pieces need to be moved to.

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



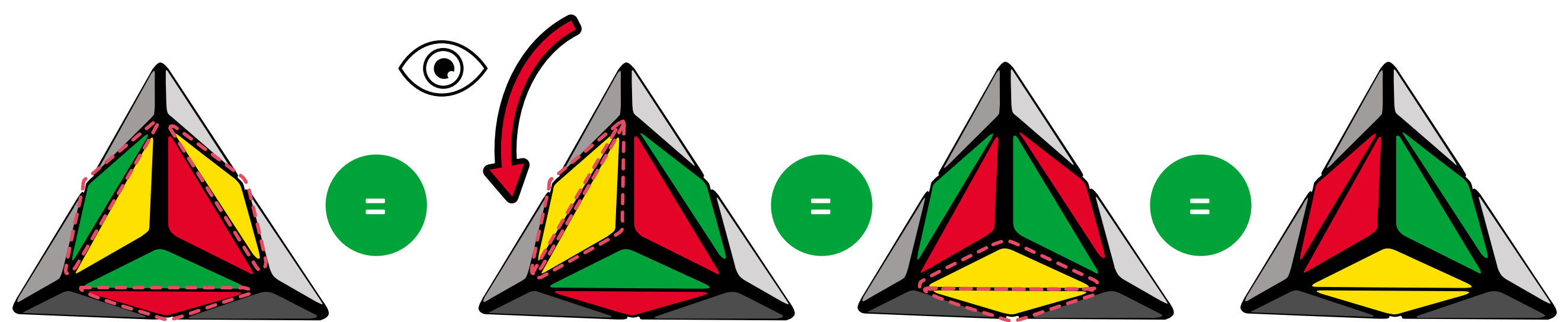
**MOVE TO STEP FOUR**

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



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.

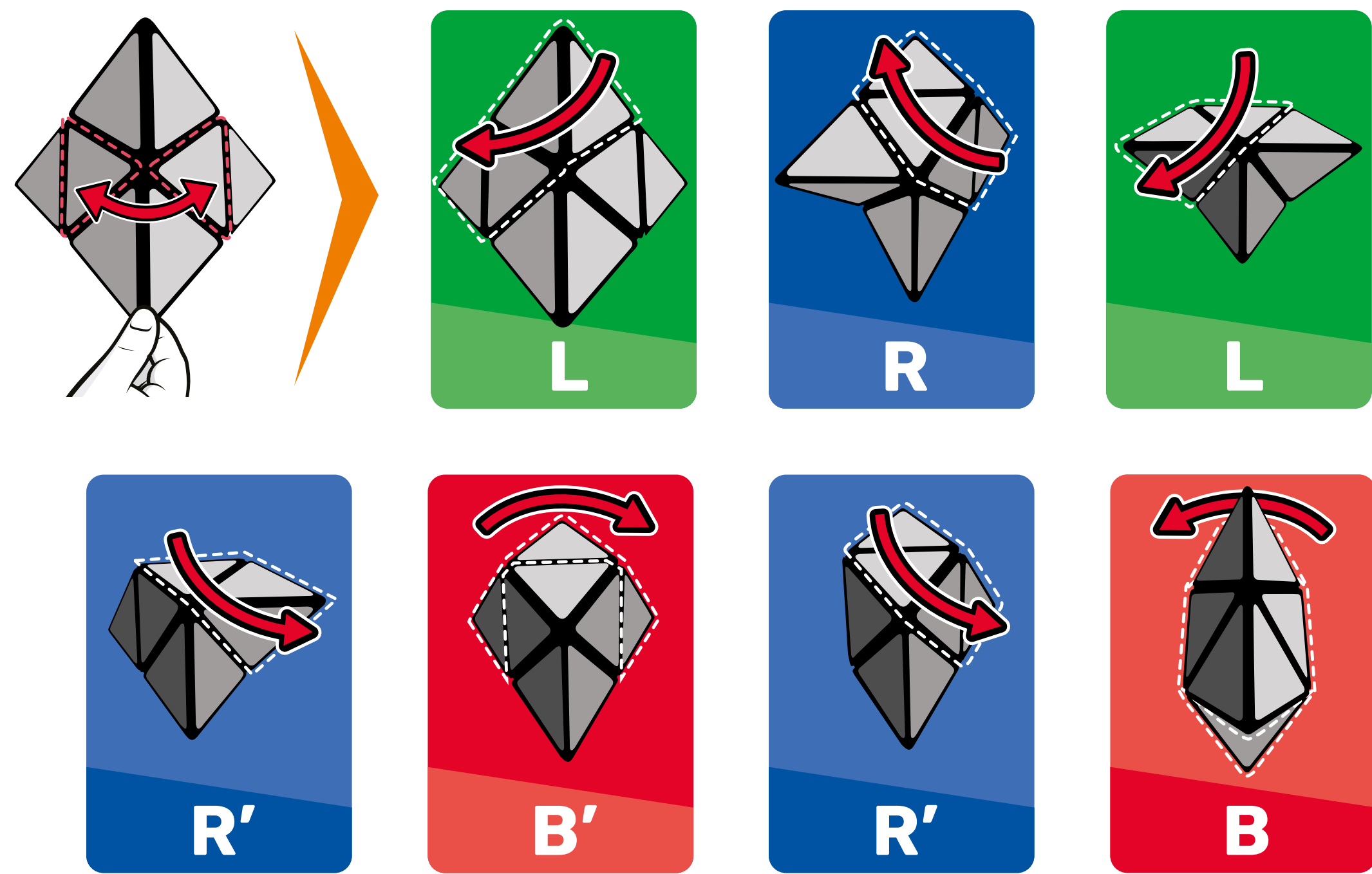


Complete the algorithm below.

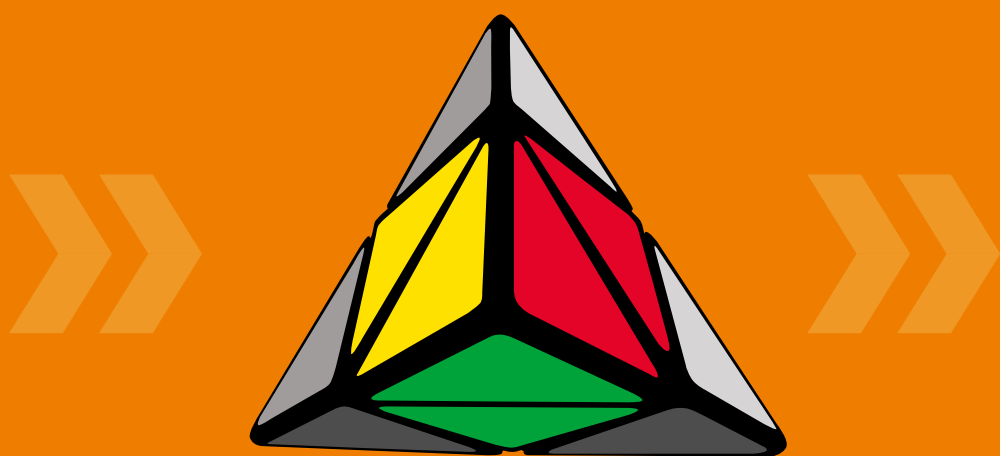
Now rotate (**NOT** Twist) the Pyramid until the matching tile corners are on the **D** face.

Complete the algorithm below again.

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



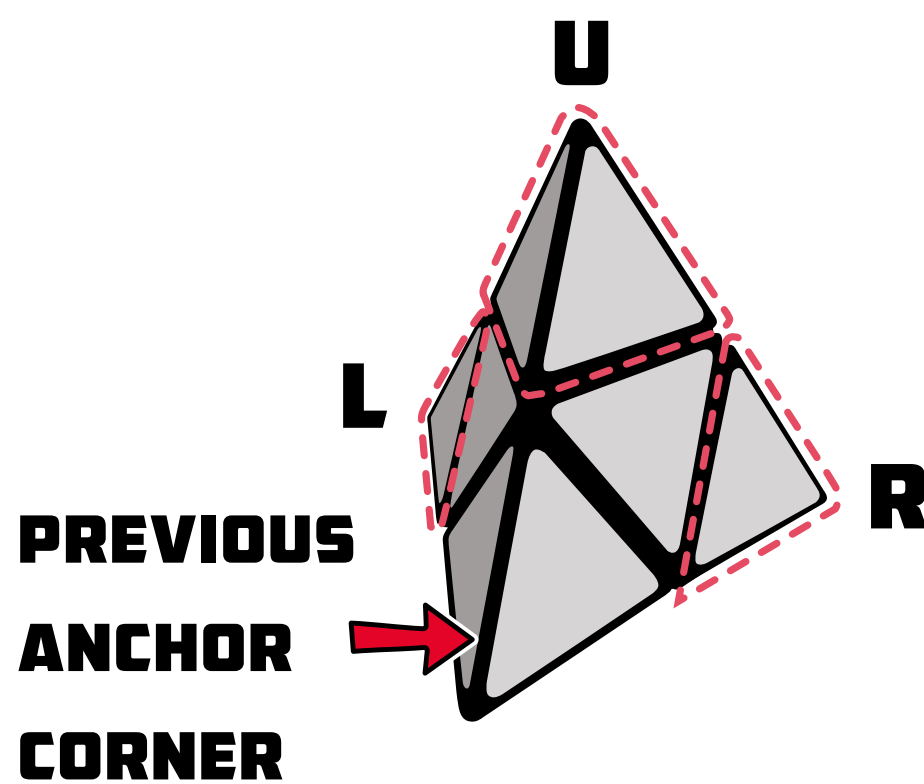
Proceed to **Step Four** if the **CENTERS** are in the correct locations.



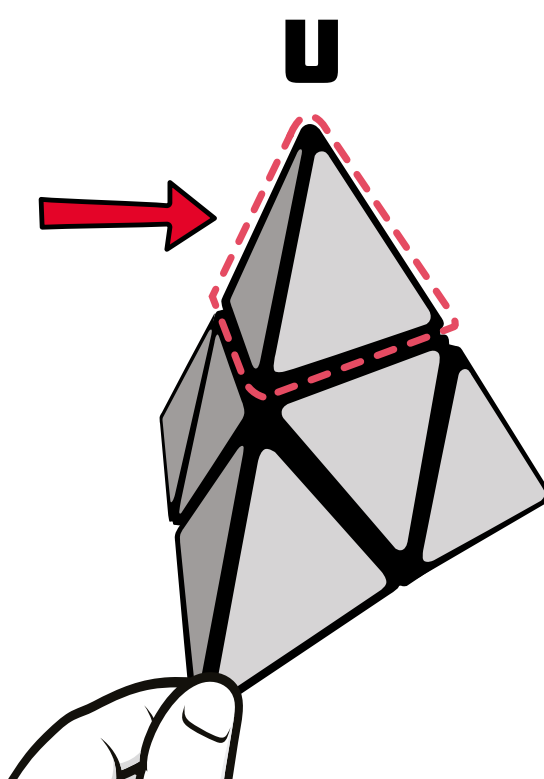
## STEP FOUR

# 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.

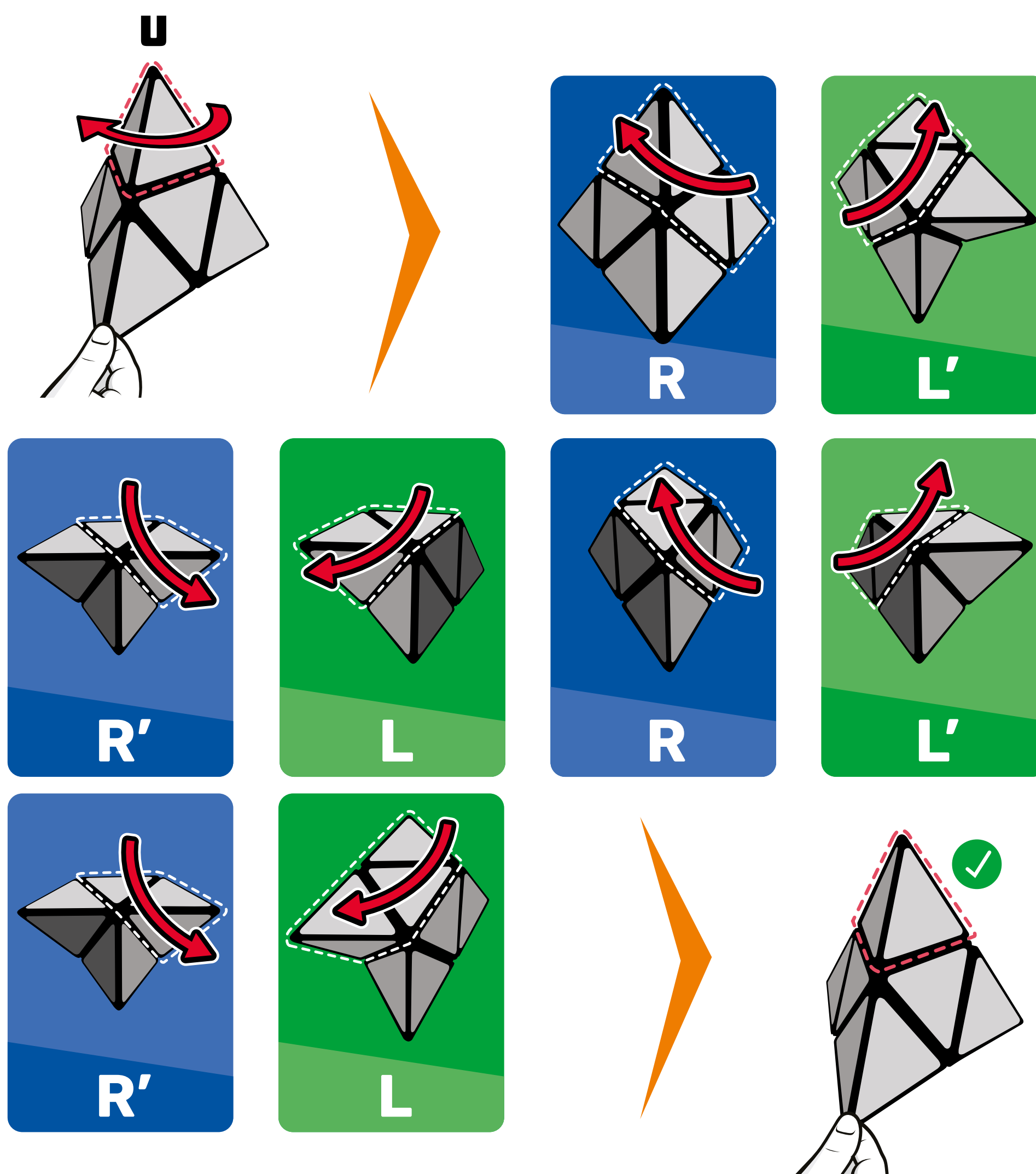


Rotate the puzzle so that the corner you want to twist/solve, is the **Up CORNER**. Hold the front corner as your new **ANCHOR Corner**.

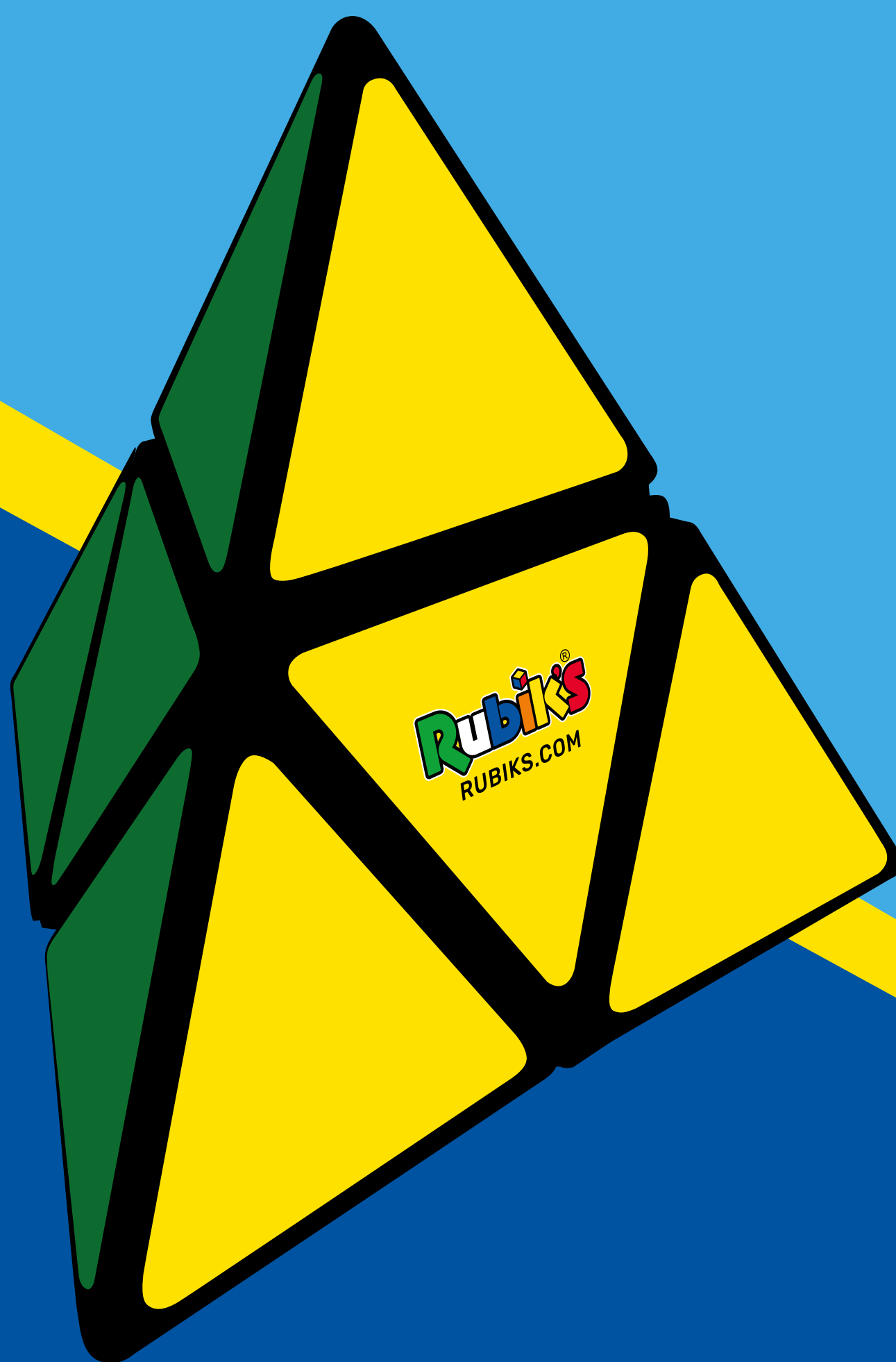


## Action 1 Orientating the Top Corners

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



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



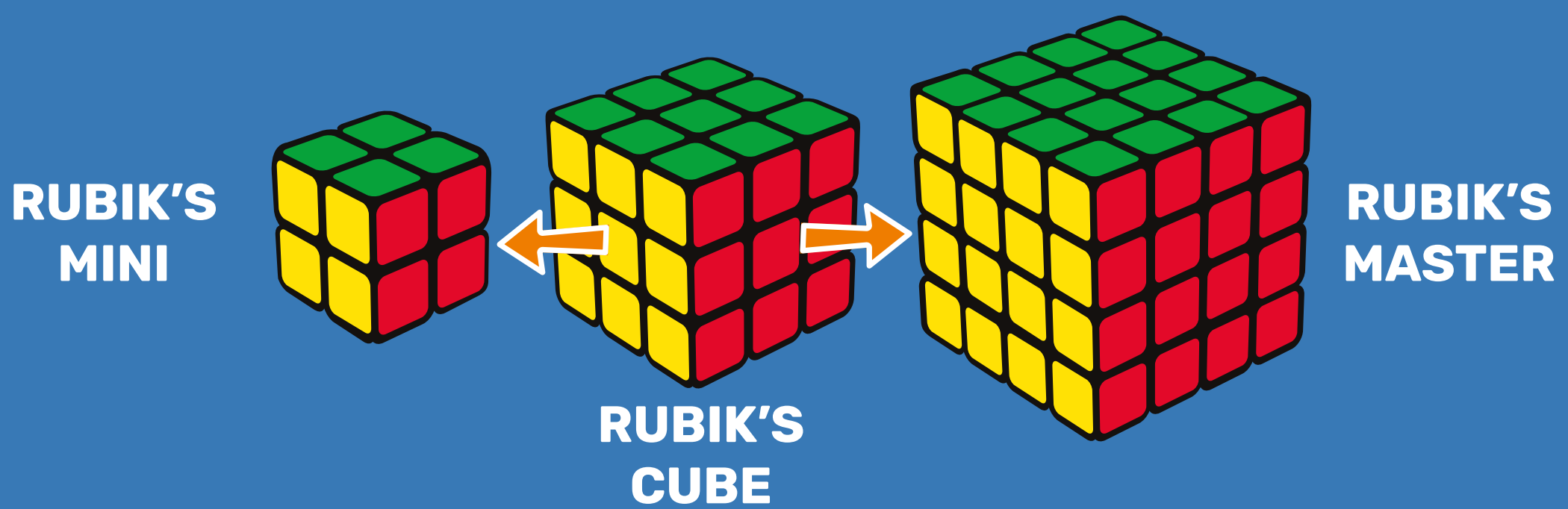
# CONGRATULATIONS!

You have solved the Rubik's Pyramid!





# TRY A DIFFERENT CHALLENGE



Available at: **RUBIKS.COM**



**More resources available on [YouCanDoTheCube.com](https://www.youcandothecube.com)**

Videos for each stage / solution checklist / songs and chants / teacher guides

[www.youcandothecube.com/educators/teach-to-solve/](https://www.youcandothecube.com/educators/teach-to-solve/)



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