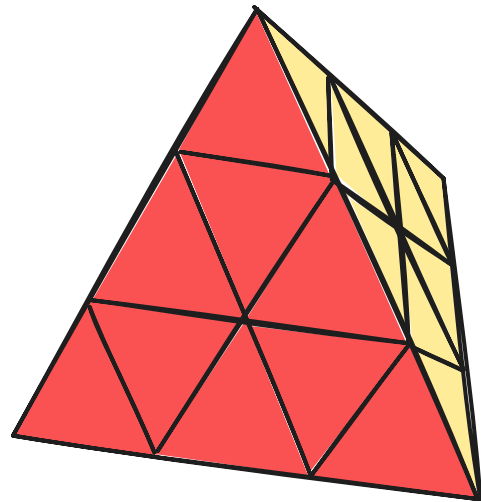
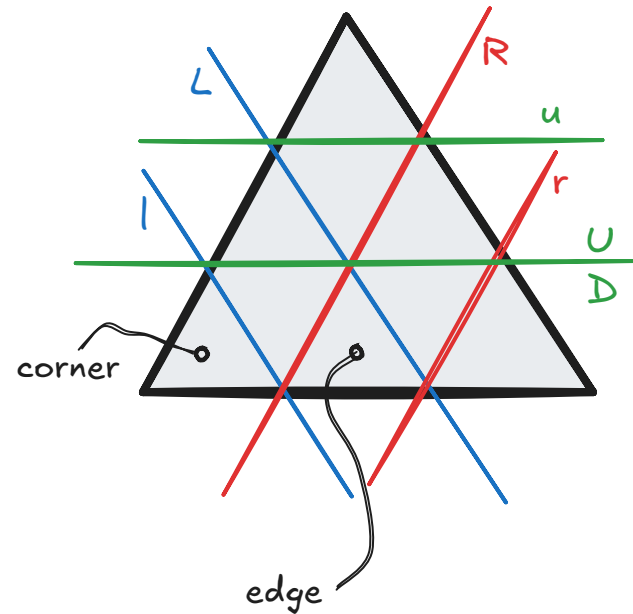


PYRAMINX



Front view:



U: 90° CW
-U: 90° CCW
U2: 180°

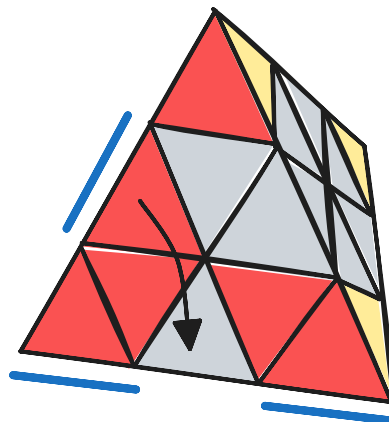
Z → turn pyraminx so that
bottom becomes left
and left becomes right

1) Turn corners

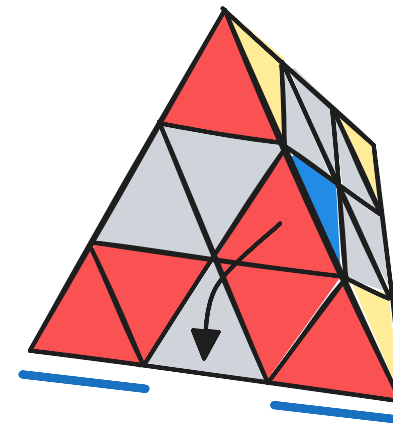
use l, r, u etc.

2) Place bottom edges

front view: blue on bottom

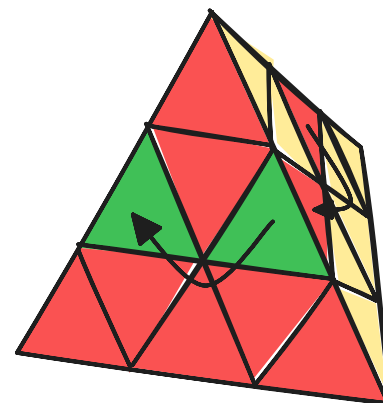


R U -R



-L -U L

3) Place remaining edges

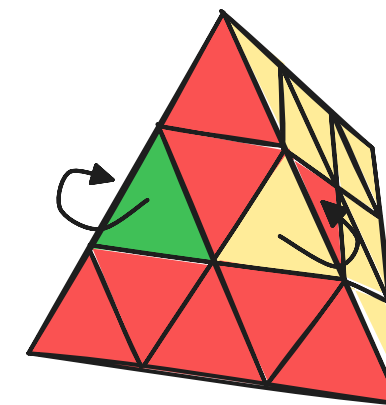


cycle three edges:

R U -R U R U -R

other way around:

R -U -R -U R -U -R



orient last two edges:

(-R L R -L) -z (L -R -L R)

