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**Rubik's Clock Solution**

<div align="right">Author: 1NPH1N1TY</div>

# Rubik's Clock Solution

As you may or may not know, the object of the clock is to set all of the clocks on both side to the same direction.

The Rubik's Clock is hard to come by these days, but by checking out eBay or flea markets you can usually find one. There is also a computer based version on Rubiks.com in the "Play Online" section.

Now to get on with my 5 step Clock solution.

The first step you should have completed already, which was to obtain a clock. The next step is to memorize a very simple diagram that you can forget once you can solve the clock without it.
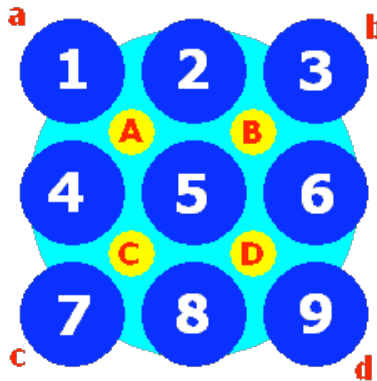


Okay? You've got 2 steps covered. Step 3, finally a step that requires thought.

The job now is to get the clocks 2, 4, 5, 6, and 8 on one side aligned. Choose a side [it doesn't matter which one. You want to start by looking at the center clock [clock 5] and aligning it with 2, 4, 6, or 8. The order that you do them in doesn't matter. Start by unpressing all 4 buttons. Then use the following graph to solve 2, 4, 6, and 8:

| To solve... | press... | then turn... |
| --- | --- | --- |

| 2 | A & B | c or d | until 5 matches the clock you started with. After solving one clock, unpress the buttons and solve another. |
|---|-------|--------|---|
| 4 | A & C | b or d | |
| 6 | B & D | a or c | |
| 8 | C & D | a or b | |

Keep doing this until 2, 4, 5, 6, and 8 all match. Once you are done, set your clock so that 2, 4, 5, 6, and 8 all point to 12 and press all four buttons. Now it should something look like this:
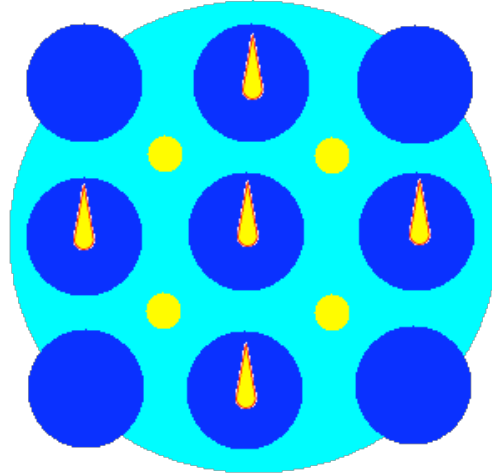


Step 4, flip the clock over and repeat the last step, except leave the buttons unpressed when you're done. Now solve the last 4 clocks according to this table:

| To solve... | press... | and turn... | |
|-------------|----------|-------------|---|
| 1 | A | b, c, or d | until 5 matches the clock you started with. After solving one clock, unpress the button and solve another. |
| 3 | B | a, c, or d | |
| 7 | C | a, b, or d | |
| 9 | D | a, b, or c | |

After you are done solving all 4 clocks, unpress the final button [if you haven't done so already] and turn any wheel so that the clocks all point to 12. Now, both sides should be completely solved. So... there ya go. That was too easy.

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