

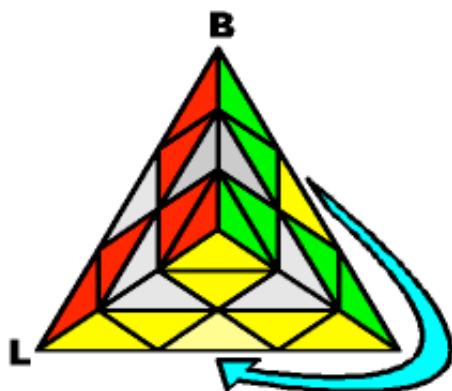
# Pyraminx

## Notation:

- **L+** ...turn the LEFT vertice CLOCKWISE (1/3 turn)
- **L-** ...turn the LEFT vertice COUNTER-CLOCKWISE (1/3 turn)
- **R+** ...turn the RIGHT vertice CLOCKWISE (1/3 turn)
- **R-** ...turn the RIGHT vertice COUNTER-CLOCKWISE (1/3 turn)
- **T+** ...turn the TOP vertice CLOCKWISE (1/3 turn)
- **T-** ...turn the TOP vertice COUNTER-CLOCKWISE (1/3 turn)
- **B+** ...turn the BACK vertice CLOCKWISE (1/3 turn)
- **B-** ...turn the BACK vertice COUNTER-CLOCKWISE (1/3 turn)

## Complete one face:

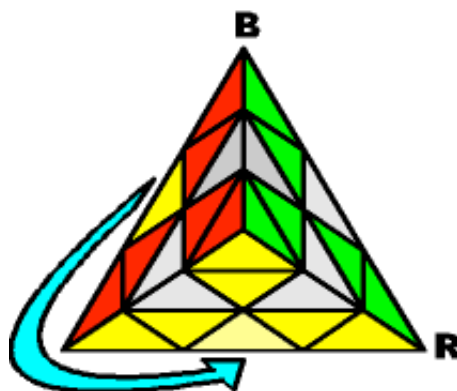
Move:



**L+ B- L-**

Exchange  
Clockwise:

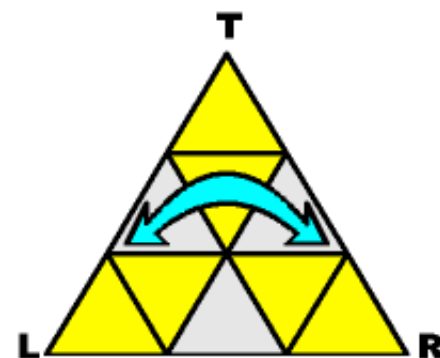
Move:



**R- B+ R+**

Exchange  
Counter-Clockwise:

Swap:



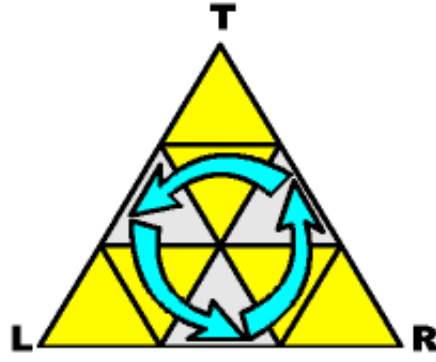
**T- B- T- B+**  
**T+ B- T+**

Invert:

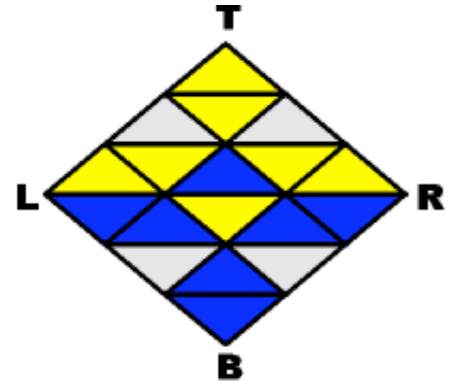
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**R- L+ R+ L-**



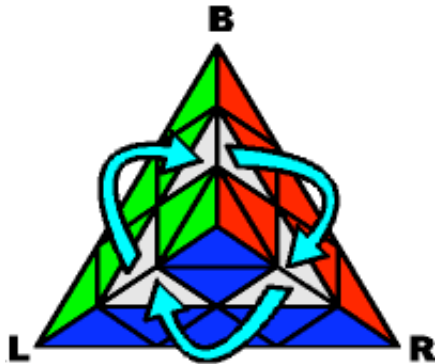
**L+ R- L- R+**



**R- B- R+ B+  
L+ B- L-**

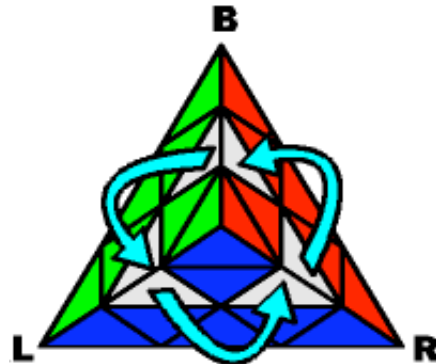
**Finish the remainder:**

**Exchange  
Clockwise:**



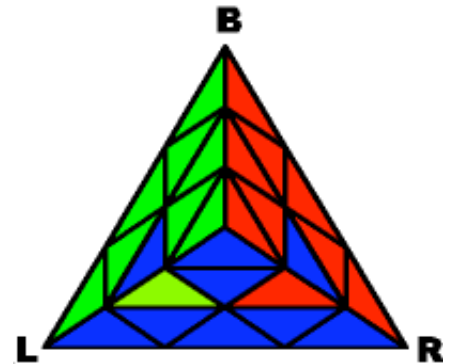
**R+ T- R- T-  
R+ T- R-**

**Exchange  
Counter-Clockwise:**



**R- T+ R+ T+  
R- T+ R+**

**Invert:**



**R+ B+ R- B-  
T- B+ T+ B+  
L- B- L+ B+  
T+ B- T- B-**

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