

Back To Square One List

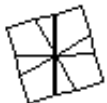
This is a list of all shapes of Square One. Well, if you neglect the little middle layer. There are 90 shapes. So, for those of you who are counting, you can accomplish all possible shapes.

How to use this list:

- First look up the shape of your 'Cube' in the list. The left shape in each row is the upper layer, seen from above. The other one is the lower layer, seen from below.
Important: If you turn your 'Cube' upside down to find the lower shape make sure that the left side stays left!
- Next orient the layers so that you can turn the right half along the the slightly more bold line shown in the list, and turn it.
- Then do 'next' (right next to the shapes). You'll arrive at the shape of your 'Cube' that it now has.
- And repeat ... till you arrive at the cube-shape).

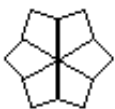
For those who wish to know how many turns still to do: look at the distance. It gives the number of (right side) turns to get back to the cube-shape.

Secondly this list may be used to do the opposite, i.e. from your cube-shape to the shape you wish to accomplish. Namely do the same as above, i.e. find the shape. Choose 'select' (direct below the images). Then do 'next' till you arrive at the cube-shape. Now you can use your browser's Back to see wich shape you need to accomplish first to get where you want. After some trail (and probably error) you'll find the correct turn. Then do again your browser's Back, etc...



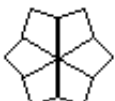
[next](#), distance is 7 ?

[select](#)



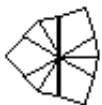
[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



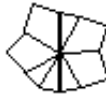
[next](#), distance is 6 ?

[select](#)



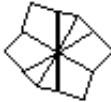
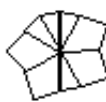
[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



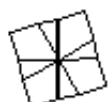
[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



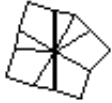
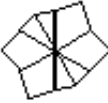
[next](#), distance is 6 ?

[select](#)



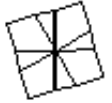
[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 6 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



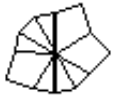
[next](#), distance is 5 ?

[select](#)



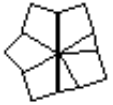
[next](#), distance is 5 ?

[select](#)



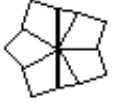
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



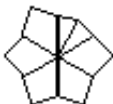
[next](#), distance is 5 ?

[select](#)



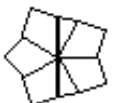
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



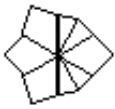
[next](#), distance is 5 ?

[select](#)



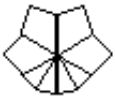
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



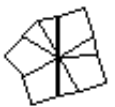
[next](#), distance is 5 ?

[select](#)



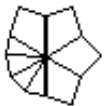
[next](#), distance is 5 ?

[select](#)



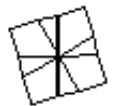
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



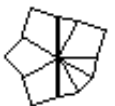
[next](#), distance is 5 ?

[select](#)



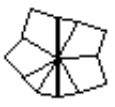
[next](#), distance is 5 ?

[select](#)



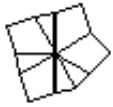
[next](#), distance is 5 ?

[select](#)



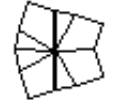
[next](#), distance is 5 ?

[select](#)



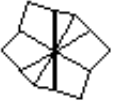
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



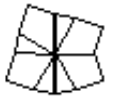
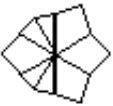
[next](#), distance is 5 ?

[select](#)



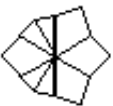
[next](#), distance is 5 ?

[select](#)



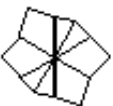
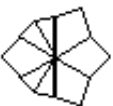
[next](#), distance is 5 ?

[select](#)



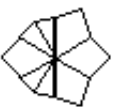
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



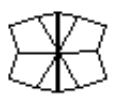
[next](#), distance is 5 ?

[select](#)



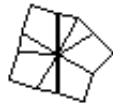
[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



[next](#), distance is 5 ?

[select](#)



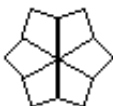
[next](#), distance is 5 ?

[select](#)



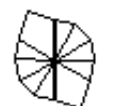
[next](#), distance is 4 ?

[select](#)



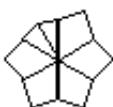
[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



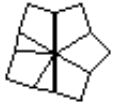
[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



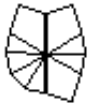
[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



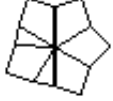
[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



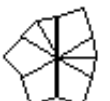
[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 4 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



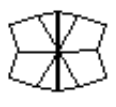
[next](#), distance is 3 ?

[select](#)



[next](#), distance is 3 ?

[select](#)



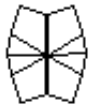
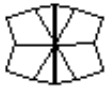
[next](#), distance is 3 ?

[select](#)



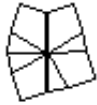
[next](#), distance is 2 ?

[select](#)



[next](#), distance is 2 ?

[select](#)



[next](#), distance is 2 ?

[select](#)



[next](#), distance is 1 ?

[select](#)



no next: distance is 0

If you still have no cube turn once more to get the middle layer right.
I don't have to spell everything out for you, do I ?



Author: [Christian Eggermont](#)

Created: 10 november 1996

Last updated: 13 March 1997

