Dino Cube

a.k.a. Dinosaur Cube
Described in patent of J. Holloway 2000, manufactured in the mid 1990's,
left: custom made from a Rainbow Cube mechanism by D. Calvo 2007,
middle two: sold by SMAZ 2011,
right: sold by Mefferts 2011.
(all are plastic, left 2.3 inches, others 2.2 inches,
left three: yellow opposite orange, pink opposite red, blue opposite white
right: yellow opposite white, blue opposite green, red opposite orange)

Each corner can twist. Here are photos of the other three sides of the one on the left above, and
of the puzzle mixed up:

Next to the Pyraminx Duo, the Dino Cube is one of the most easy (but fun) Rubik's type puzzles.
Hold the cube with one corner facing up and determine what colors must go on what faces. Start
by solving just this upward facing corner. Then do the three adjacent corners to it. Finally, the
corner facing down may just need to be rotated. Three-deep reasoning can be used, like "to rotate
this triangle into place, I need to first rotate this corner so it doesn't get messed up (and then
rotate it back afterwards), and before doing that I should rotate this other corner
so it doesn't get
messed up (and rotate it back afterwards)". This reasoning works because you don't care what
happens to the bottom corner until the end, when it will end up solved except for rotating it.

Further reading:
Holloway Patent, from: www.uspto.gov - patent no. 6,056,290

Copyright J. A. Storer