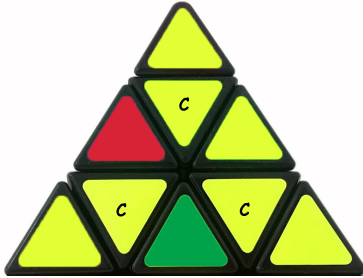


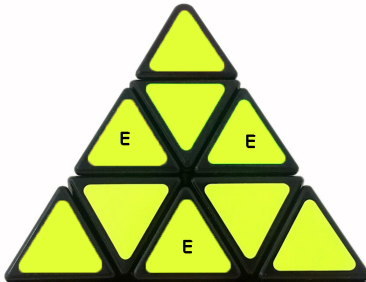
# Pyraminx solution

**Step 1 - Get all yellow center pieces on one side:**



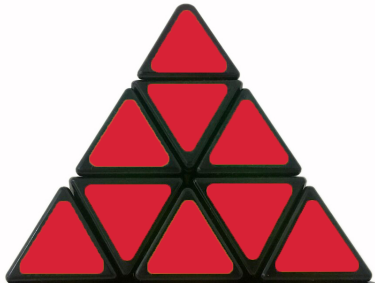
- Also change tips to yellow on this face

**Step 2 – Solve yellow edge pieces & complete yellow layer**



- Place yellow side on bottom
- Find yellow edge piece and identify its other color
- Identify where it should go on first layer
- Position piece so that other color is visible with matching colors in first layer
- Identify which side it's on: Left or Right (in relation to where it will ultimately go)
- *e.g.* If left, start solving by turning the right side upwards
- Move edge piece (horizontally) into desired location
- Move right side back downwards
- NB. If edge piece is in correct place but reversed, use above method to move it out, then reposition...

## Step 3 – Solve upper layer



- Solve tip & center piece
- Look at remaining edge pieces and identify case from below:

Case 1: Two edge pieces in right position but wrong alignment:

- Position the two edge pieces in front
- Do algorithm: **(L R' L' R) (U' R U R')**

Case 2: Three edge pieces in wrong positions:

- Look at one face, e.g Red
- If Red edge pieces are to the left, do this algorithm:  
**R U R' U R U R'**
- If Red edge pieces are to the right, do this algorithm:  
**R U' R' U' R U' R'**

Case 3: Two edges are half correct, other is totally wrong:

- Position totally wrong edge piece in back
- Look at face. If Right side looks totally solved (even though it isn't, do this algorithm: **L U R U' R' L'**)
- If Left side looks totally solved (even though it isn't, do this algorithm: **R' U' L' U L R**)

## References

Z3Cubing:

- [youtube.com/watch?v=xIQtn2qazvg](https://www.youtube.com/watch?v=xIQtn2qazvg)
- [worldcubeassociation.org/persons/2014WALK05](http://worldcubeassociation.org/persons/2014WALK05)