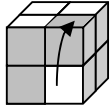
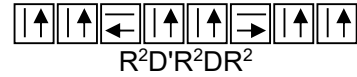
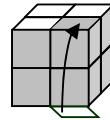
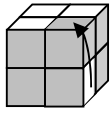


2x2x2 Pocket Rubik's Cube

Step 1 - Form the First Face

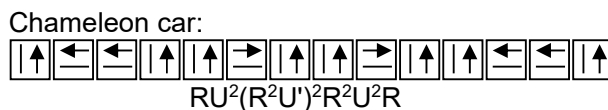
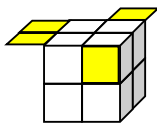
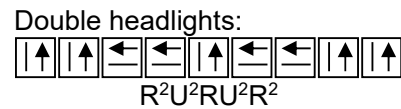
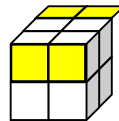
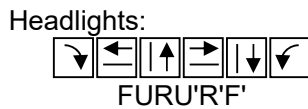
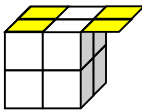
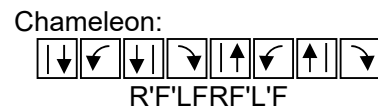
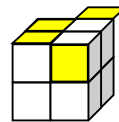
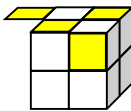
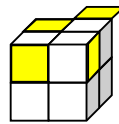
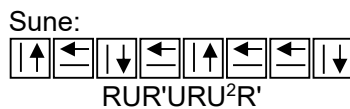
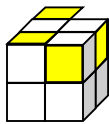
Choose a colour to form the first face, e.g. white. You should be able to bring the first 3 corners together intuitively, without any algorithms. For the last piece, use one of the following algorithms:



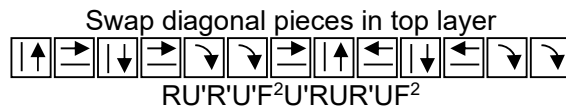
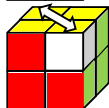
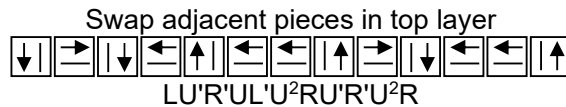
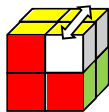
After solving the first face, turn the whole puzzle over so that the solved face is at the bottom.

Step 2 - Orient the Top Layer

Find the colour that is opposite the first solved face, e.g. yellow. Use the following algorithms to orientate all the yellow pieces to form the top layer. The edges do not need to match.



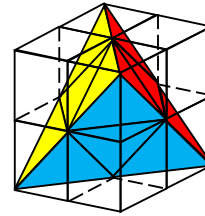
Step 3 - Permute the Top Layer



Sometimes, we need to turn the top layer one last time to get the whole cube correct.

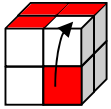
<https://www.kewbz.co.uk/blogs/solutions/how-to-solve-a-2x2-rubiks-cube-ortega-method>
<http://www.cubewhiz.com/ortega.php> "Bob Burton's Cubewhiz.com"

2x2x2 Pocket Rubik's Cube / Pyramorphix (Beginner's Method)

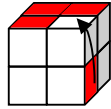


1. Solve the top layer

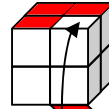
You should be able to bring the first 3 corners together intuitively, without any algorithms. To solve the fourth corner, place it below its desired destination and do one of the following:



FDF'



R'D'R

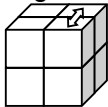


R²D'R²DR²

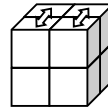
After solving the top layer, turn the whole puzzle over so that the solved face is at the bottom.

2. Put the remaining 4 corners in their correct positions

Now place the top corners in their correct positions using one of the following algorithms. It is all right if the corners are oriented wrongly.



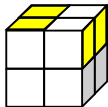
FR'F'D'F'DR



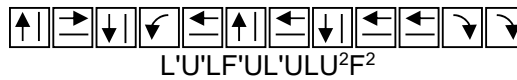
RFRF'U'R'

3. Fix the orientation of the 4 corners

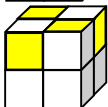
Use one of the following algorithms to rotate two, three or four corners:



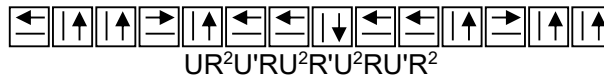
Headlights:



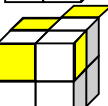
L'U'LF'UL'ULU²F²



Bowtie:



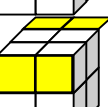
UR²U'RU²R'U²RU'R²



Antisune:



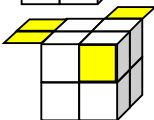
R'U'RU'R'U²RU²



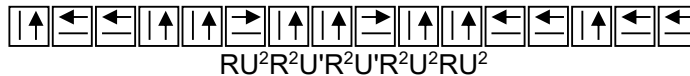
Double headlights:



R²U²RU²R²U



Chameleon car:



RU²R²U'R²U'R²U²RU²

The first and third algorithms can be used in reverse, if the desired direction of rotation is opposite to those shown here. If you do not wish to remember so many algorithms, you can use either the first or the third algorithm once or twice to handle all cases.

To solve the pyramorphix, notice that the midsection of the pyramorphix is a square, just like a Pocket Cube. The 6 edges correspond to the 6 faces of the Pocket Cube, and each pyramid or triangle corresponds to a corner of the Pocket Cube.