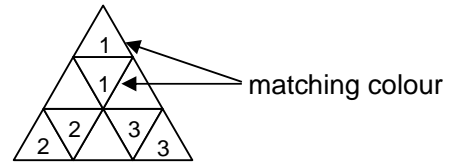
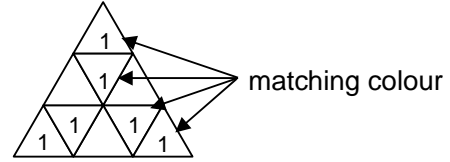


SOLVING THE PYRAMINX

First rotate **all 4 vertices** to their correct orientations. This is trivial.



Inspect a vertex to see which colour is not present. This determines the colour of the opposite face. This is the first layer to be solved. Match all the vertices of this face.



Next solve the rest of the **first layer**. There is basically only one algorithm.

<p>A</p>	
<p>B</p>	
<p>C</p>	
<p>D</p>	

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

To solve the **middle layer**, do the following (repeat if necessary):

- if **2 edge pieces are in wrong positions**, swap the two wrong ones using A or B.
- if **3 edge pieces are in wrong positions, with 1 piece which has a face matching its neighbour**, shift this piece to its correct position using A or B.
- if **3 edge pieces are in wrong positions, with none or 2 pieces which has a face matching its neighbour**, shift a piece which has **no matching faces** to its correct position using C or D.