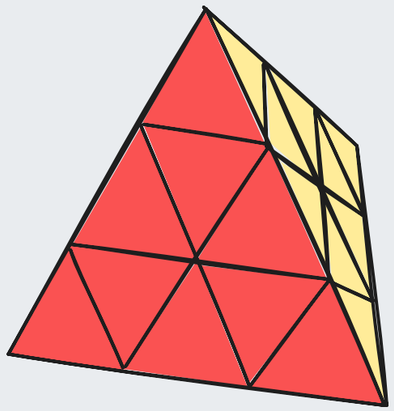
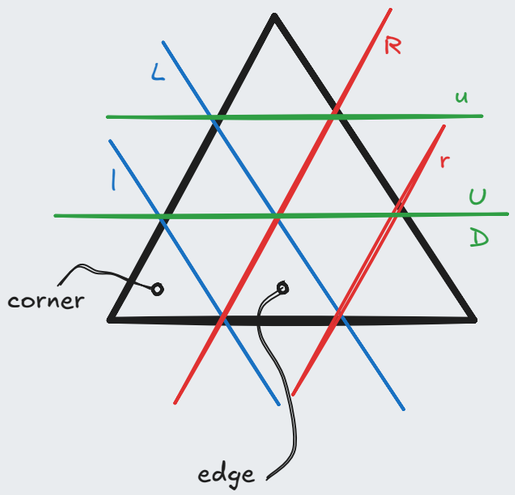
PYRAMINX



Front view:



U: 90° CW
-U: 90° CCW
U2: 180°

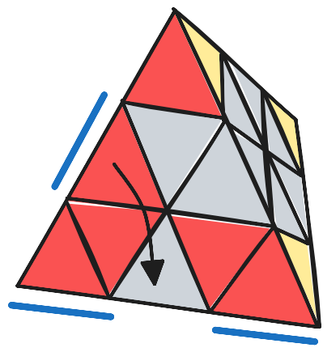
z ⟶ turn pyraminx so that bottom becomes left and left becomes right

1) Turn corners

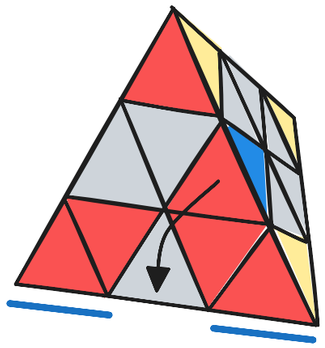
use `l`, `r`, `u` etc.

2) Place bottom edges

front view: blue on bottom

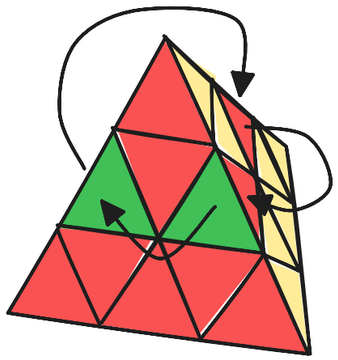


`R U -R`



`-L -U L`

3) Place remaining edges

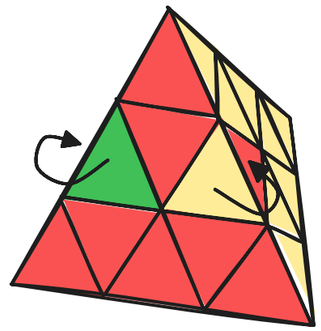


cycle three edges:

`R U -R U R U -R`

other way around:

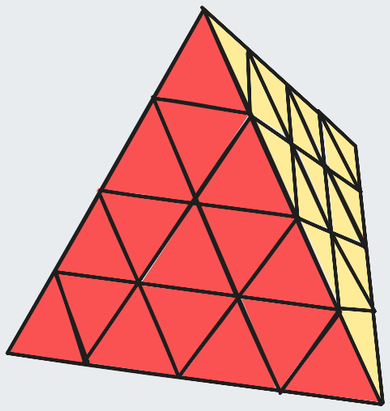
`R -U -R -U R -U -R`



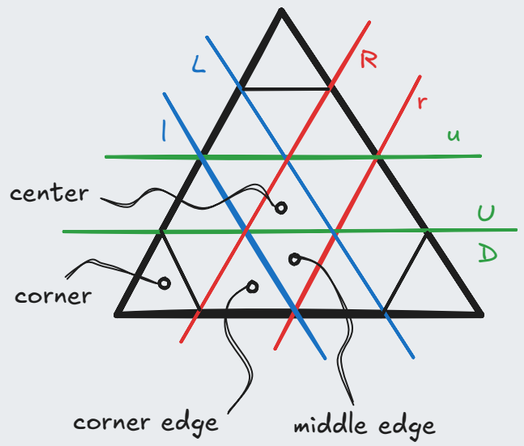
orient last two edges:

`(-R L R -L) -z (L -R -L R)`

MASTER PYRAMINX

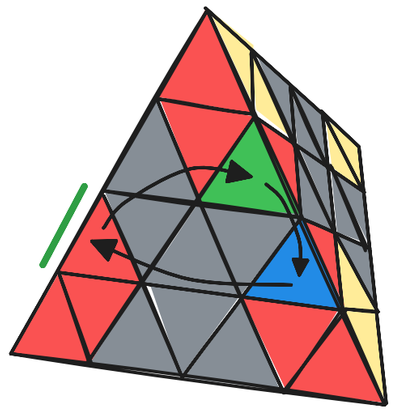


Front view:



U: 90° CW
-U: 90° CCW
U2: 180°

1) Match all corner edges to it's corresponding middle edge

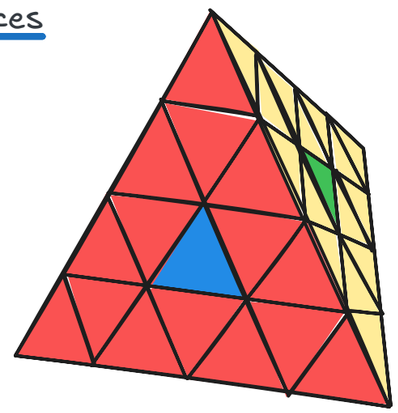


cycle three edges (front view)

`r -D (-R l R -l) D -r`

2) Solve all edges like a normal pyraminx

3) Permutate center pieces



CASE 1

swap 4 centers

F ⟷ D

L ⟷ R

`(-R L R -L) 3x`

CASE 2

swap 3 centers

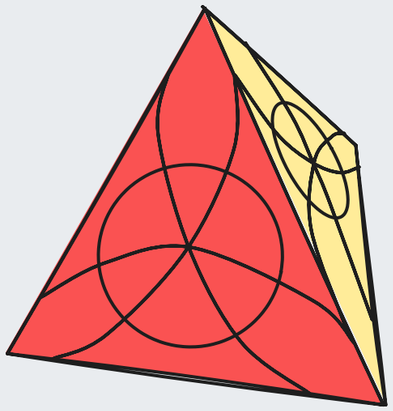
R ⟶ L ⟶ D ⟶ R

`(-R L R -L) 2x`

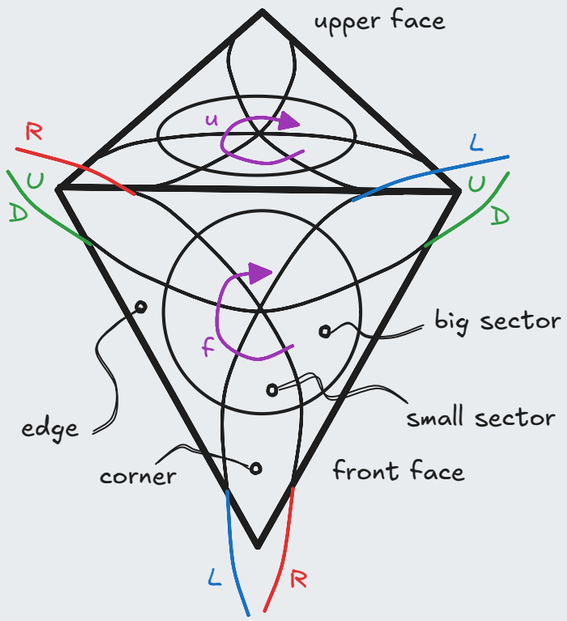
fix top: `u` or `U`

`R u -R u R u -R`

PETAL PYRAMINX



Front view:



U: 90° CW
-U: 90° CCW
U2: 180°

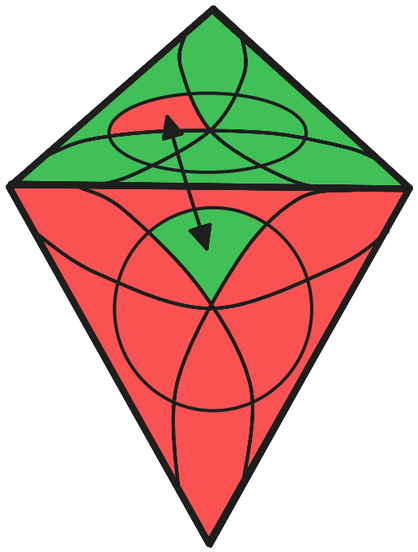
1) Solve the edge pieces

like a normal pyraminx

2) Place all the small sectors

3) Place all the big sectors

use this algorithm to swap two pieces



R u -R -u
R u -R u
R -u -R