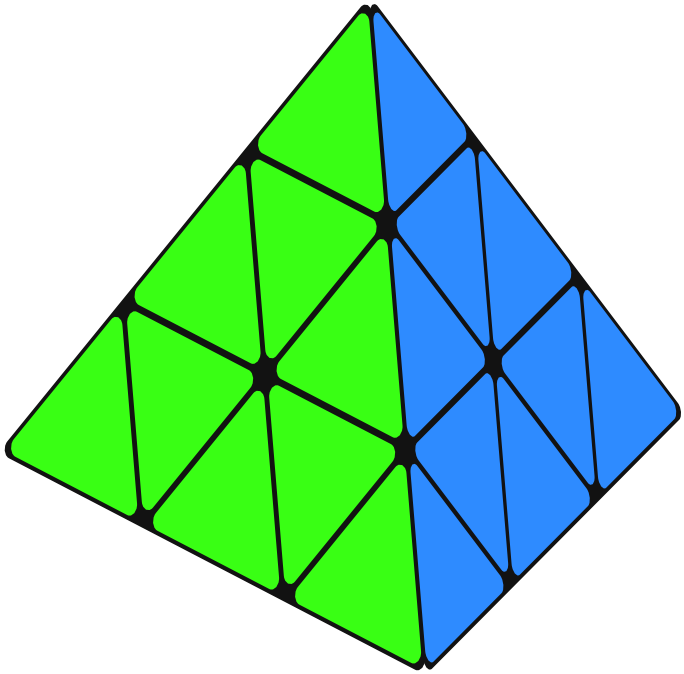
LEVEL 0 STORE

PYRAMINX

BEGINNER'S METHOD · 4 STEPS · 8 CASES

LAYER BY LAYER · WCA NOTATION



PRINTABLE GUIDE TO THE VIDEO SERIES

One case per page, with the same scenes as the videos: the case, the Pyraminx before each move with its card, and the step done. Green in front · red on the left · blue on the right · yellow at the bottom.

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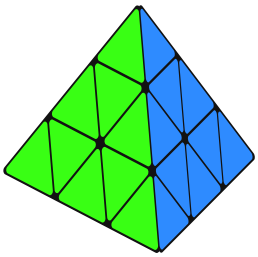
HOW TO READ THIS GUIDE

HOLD IT LIKE THIS



- Green: facing you
- Red: left
- Blue: right
- Yellow: bottom

One face in front and one tip pointing up. The drawings and videos always use these colours, but everything works the same with others: what counts is the position.
The Pyraminx has 4 TIPS (they turn on their own), 4 CENTRES (the 3-colour triangles next to each tip, they move with their corner) and 6 EDGES (the 2-colour pieces in the middle of each border).

NOTATION

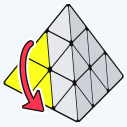
Each letter is a corner: U top, L left, R right, B back. The letter alone turns that corner (two layers) 120° clockwise while facing it; with an apostrophe (') the other way. Lower case (u, l, r, b) turns only the tip.

U  **TOP LAYER · LEFT**

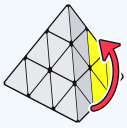
U'  **TOP LAYER · RIGHT**

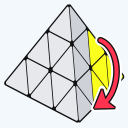
R  **RIGHT CORNER · UP**

R'  **RIGHT CORNER · DOWN**

L  **LEFT CORNER · DOWN**

L'  **LEFT CORNER · UP**

B  **BACK CORNER · CLOCKWISE FACING IT**

B'  **BACK CORNER · COUNTER-CLOCKWISE FACING IT**

WHAT EACH DRAWING SHOWS

The step's pieces: full colour. Done or for reference: soft colour. Don't matter yet: grey.

Top right of each case is the puzzle's net, as in the official WCA scrambles: the front in the middle, left and right beside it, the base below. The case's pieces have a thick outline.

THE METHOD IN 4 STEPS

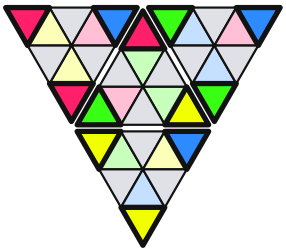
1 **TIPS** 1 · p. 3
2 **CENTERS** 2 · p. 4
3 **FIRST LAYER** 3a · 3b · 3c · p. 5
4 **LAST LAYER** 4a · 4b · 4c · p. 8

PYRAMINX STEP 1

TIPS

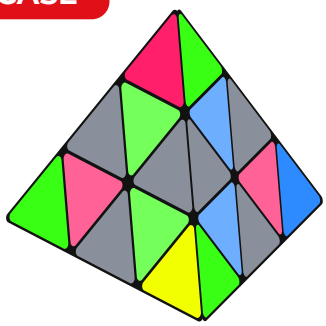
1 · TIPS NOT ALIGNED

Turn each tip (u, l, r, b) until its three colours match the centre next to it. It is one move per tip and it breaks nothing else.



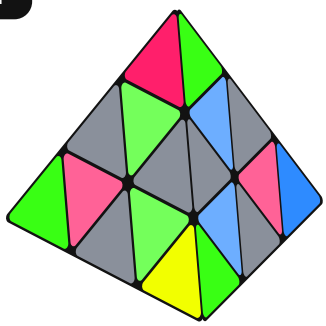
ALG **u** **r'** **l** **b'**

CASE

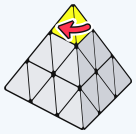


TIPS NOT ALIGNED

1

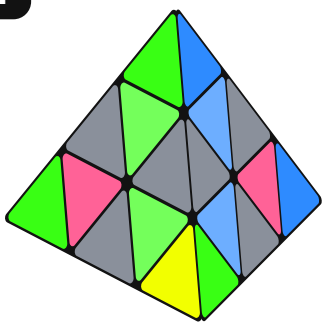


u

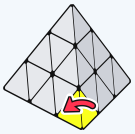


TOP TIP ONLY · LEFT

2

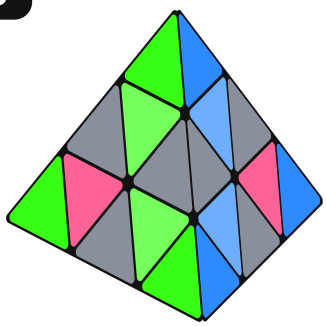


r'

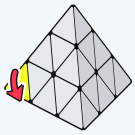


RIGHT TIP ONLY · DOWN

3

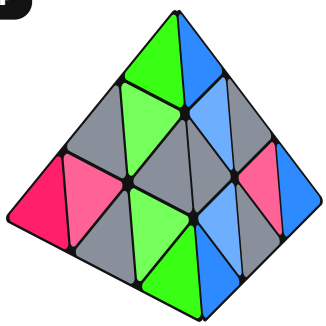


l

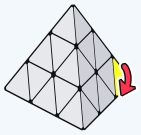


LEFT TIP ONLY · DOWN

4

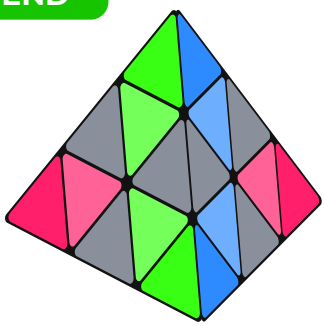


b'



**BACK TIP ONLY ·
COUNTER-CLOCKWISE FACING IT**

END



TIPS DONE

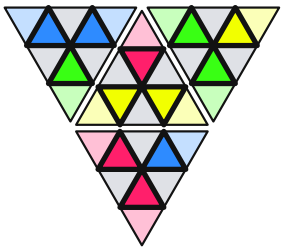
PYRAMINX STEP 2

Video on YouTube
scan the QR
levelcero.com · drawings

LEVEL 0

CENTERS

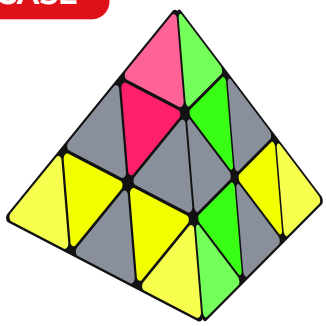
2 · CENTERS NOT ALIGNED



Turn each whole corner (U, L, R, B) until its centre lines up with the others: every face shows one colour on its three centres. The edges don't matter yet.

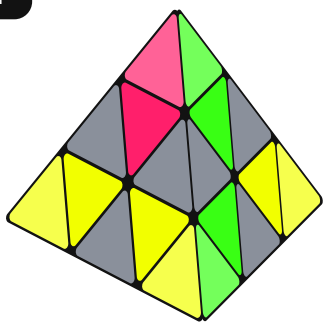
ALG **R'** **U** **L** **B'**

CASE



CENTERS NOT ALIGNED

1

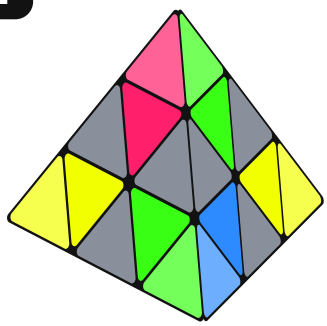


R'



RIGHT CORNER · DOWN

2

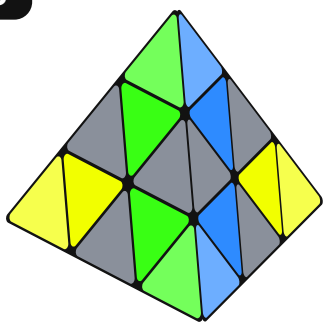


U

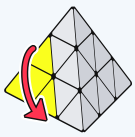


TOP LAYER · LEFT

3

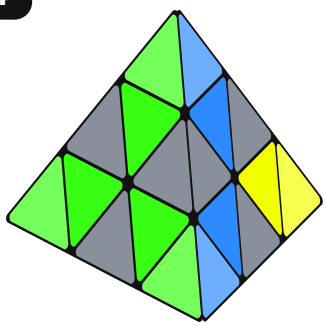


L

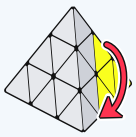


LEFT CORNER · DOWN

4

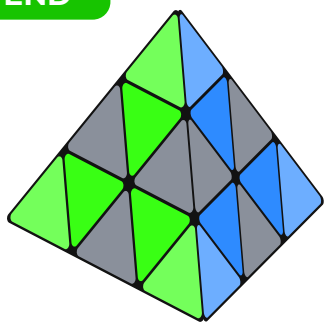


B'



BACK CORNER · COUNTER-CLOCKWISE FACING IT

END



CENTERS DONE

PYRAMINX STEP 3

Video on YouTube
scan the QR
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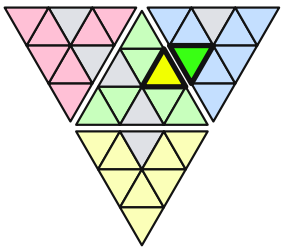
LEVEL 0

FIRST LAYER

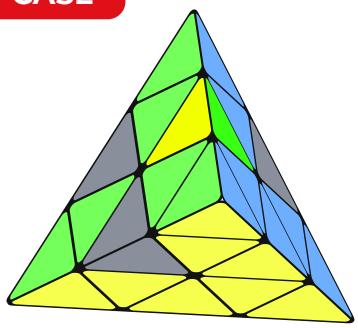
3A · YELLOW IN FRONT, ON THE RIGHT



Build the base (yellow at the bottom) with its three edges, the missing one's slot in front. If it is in the top layer but not as in 3a or 3b, turn U (tip and centres included) until its yellow faces front, apply 3a or 3b, then turn U again until the top centres match. If it is in its slot but flipped, 3c.

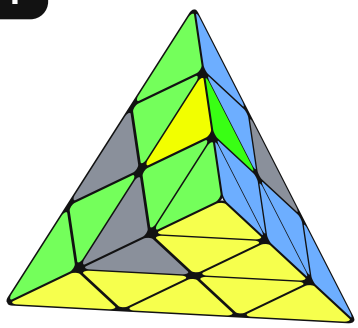
ALG **U** **R** **U'** **R'**

CASE



YELLOW IN FRONT, ON THE RIGHT

1

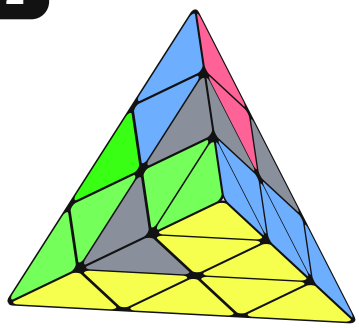


U



TOP LAYER · LEFT

2

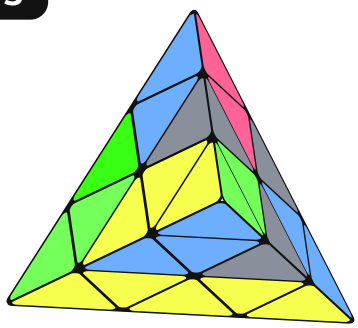


R



RIGHT CORNER · UP

3

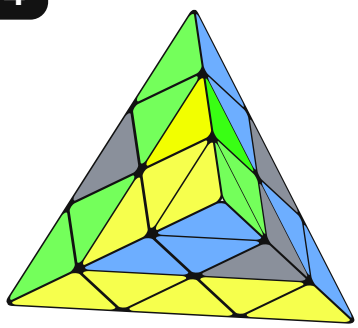


U'



TOP LAYER · RIGHT

4

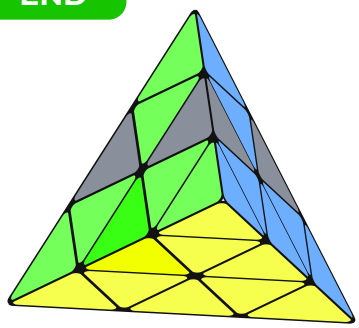


R'



RIGHT CORNER · DOWN

END



FIRST LAYER DONE

PYRAMINX STEP 3

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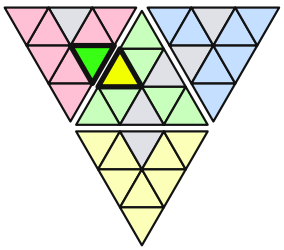
LEVEL 0

FIRST LAYER

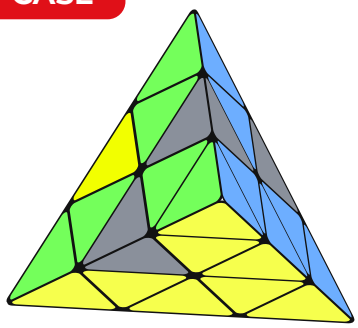
3B · YELLOW IN FRONT, ON THE LEFT



Build the base (yellow at the bottom) with its three edges, the missing one's slot in front. If it is in the top layer but not as in 3a or 3b, turn U (tip and centres included) until its yellow faces front, apply 3a or 3b, then turn U again until the top centres match. If it is in its slot but flipped, 3c.

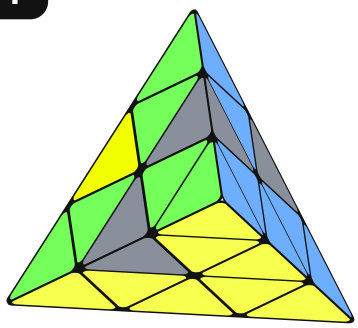
ALG **U'** **L'** **U** **L**

CASE



YELLOW IN FRONT, ON THE LEFT

1

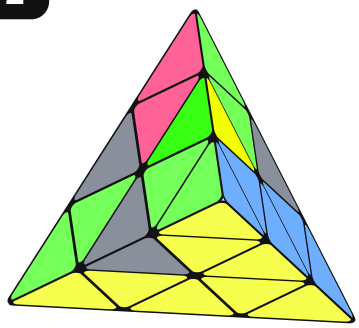


U'



TOP LAYER · RIGHT

2

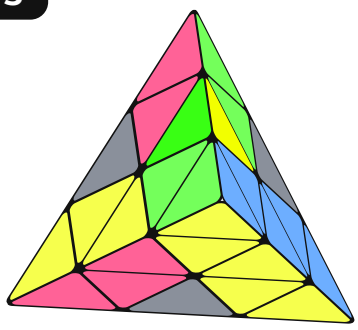


L'

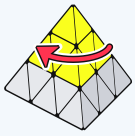


LEFT CORNER · UP

3

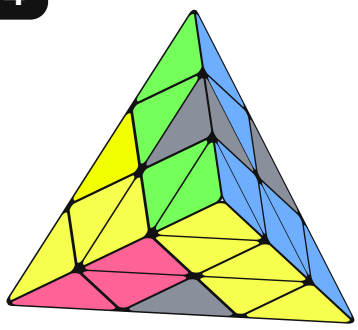


U

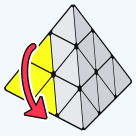


TOP LAYER · LEFT

4

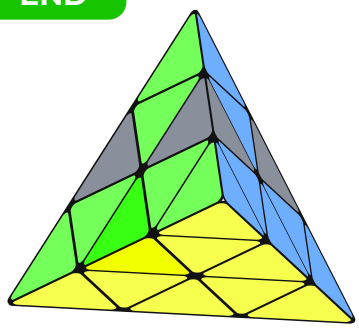


L



LEFT CORNER · DOWN

END



FIRST LAYER DONE

PYRAMINX STEP 3

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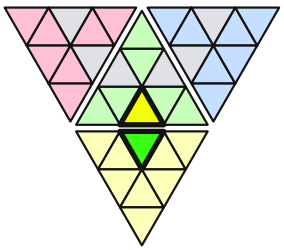
LEVEL 0

FIRST LAYER

3C · EDGE FLIPPED IN ITS SLOT



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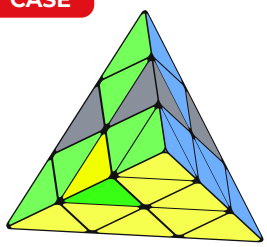
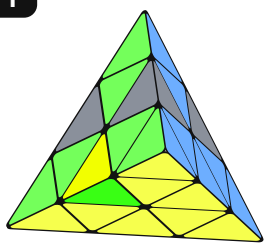
ALG R U R' U' L' U L U'

CASE



EDGE FLIPPED IN ITS SLOT

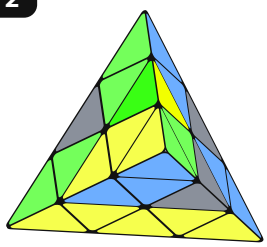
1



R 

RIGHT CORNER · UP

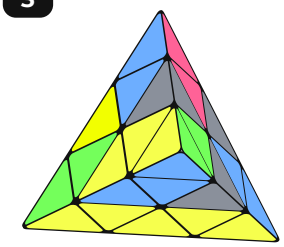
2



U 

TOP LAYER · LEFT

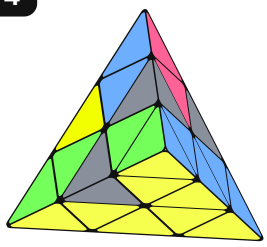
3



R' 

RIGHT CORNER · DOWN

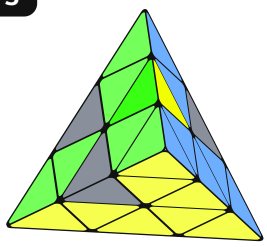
4



U' 

TOP LAYER · RIGHT

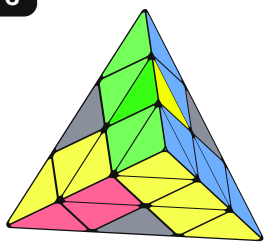
5



L' 

LEFT CORNER · UP

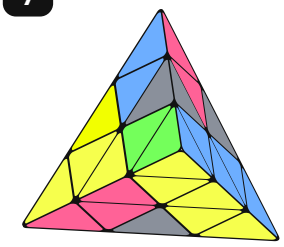
6

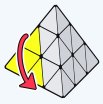


U 

TOP LAYER · LEFT

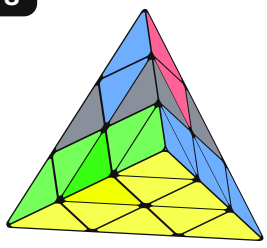
7



L 

LEFT CORNER · DOWN

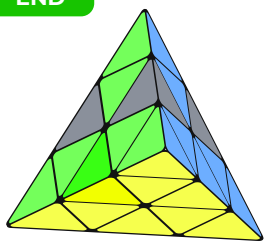
8



U' 

TOP LAYER · RIGHT

END



FIRST LAYER DONE

PYRAMINX STEP 4

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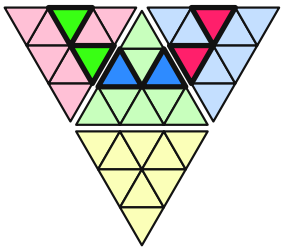
LEVEL 0

LAST LAYER

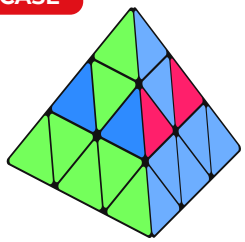
4A · 3 EDGES · COUNTER-CLOCKWISE



Only the three top edges are left. If they cycle, use 4a (counter-clockwise seen from above) or 4b (clockwise); if two are flipped, turn the whole puzzle to have them in front and use 4c. Sometimes you need one and then another.

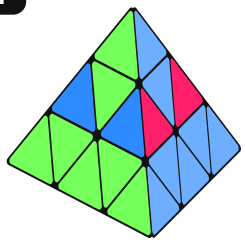
ALG R U R' U R U R'

CASE



3 EDGES · COUNTER-CLOCKWISE

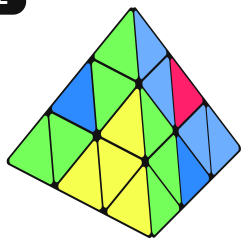
1



R 

RIGHT CORNER · UP

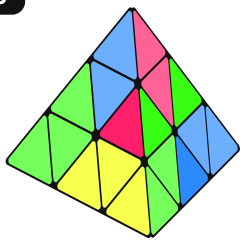
2



U 

TOP LAYER · LEFT

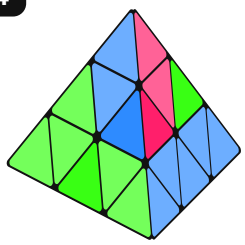
3



R' 

RIGHT CORNER · DOWN

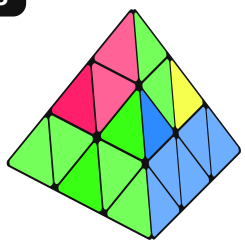
4



U 

TOP LAYER · LEFT

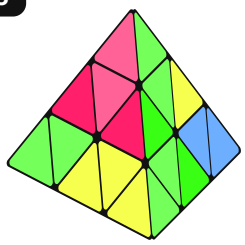
5



R 

RIGHT CORNER · UP

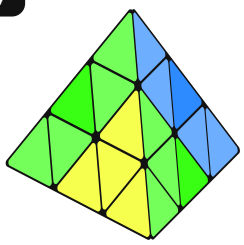
6



U 

TOP LAYER · LEFT

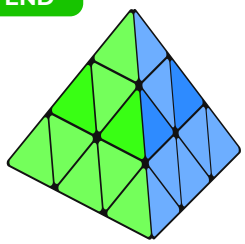
7



R' 

RIGHT CORNER · DOWN

END



PYRAMINX SOLVED

PYRAMINX STEP 4

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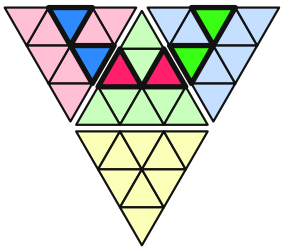
LAST LAYER

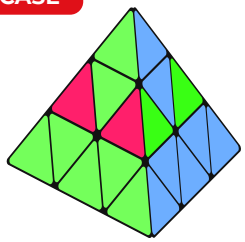
4B · 3 EDGES · CLOCKWISE



Only the three top edges are left. If they cycle, use 4a (counter-clockwise seen from above) or 4b (clockwise); if two are flipped, turn the whole puzzle to have them in front and use 4c. Sometimes you need one and then another.

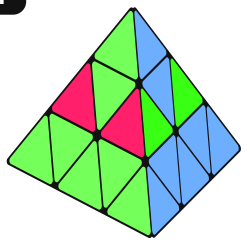
ALG R U' R' U' R U' R'

CASE



3 EDGES · CLOCKWISE

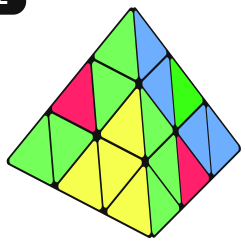
1



R 

RIGHT CORNER · UP

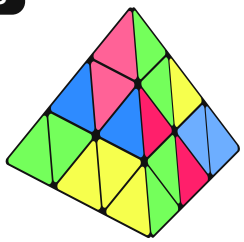
2



U' 

TOP LAYER · RIGHT

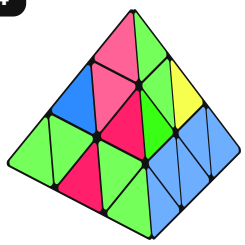
3



R' 

RIGHT CORNER · DOWN

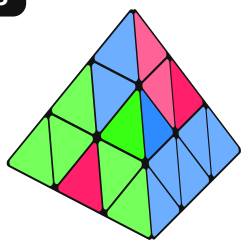
4



U' 

TOP LAYER · RIGHT

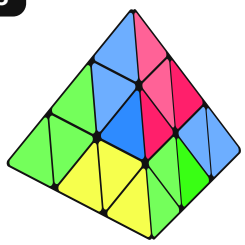
5



R 

RIGHT CORNER · UP

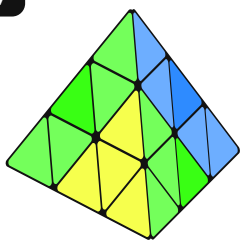
6



U' 

TOP LAYER · RIGHT

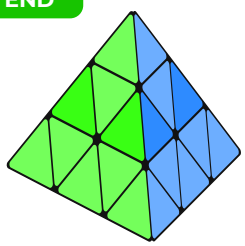
7



R' 

RIGHT CORNER · DOWN

END



PYRAMINX SOLVED

PYRAMINX STEP 4

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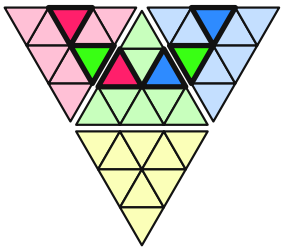
LAST LAYER

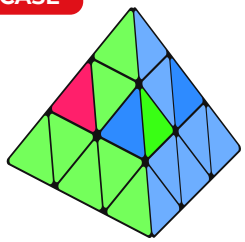
4C · 2 EDGES FLIPPED



Only the three top edges are left. If they cycle, use 4a (counter-clockwise seen from above) or 4b (clockwise); if two are flipped, turn the whole puzzle to have them in front and use 4c. Sometimes you need one and then another.

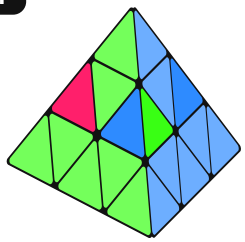
ALG R' L R L' U L' U' L

CASE



2 EDGES FLIPPED

1

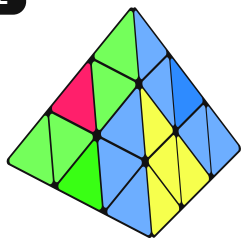


R'



RIGHT CORNER · DOWN

2

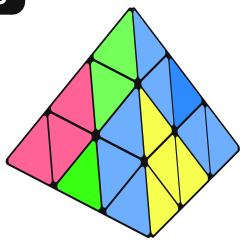


L



LEFT CORNER · DOWN

3

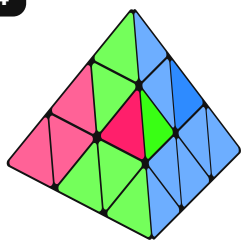


R



RIGHT CORNER · UP

4

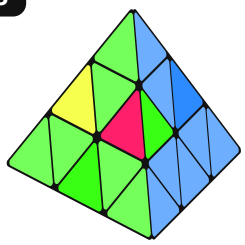


L'



LEFT CORNER · UP

5

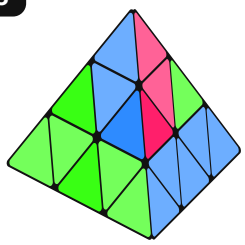


U



TOP LAYER · LEFT

6

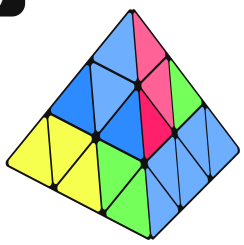


L'



LEFT CORNER · UP

7

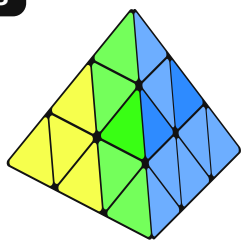


U'



TOP LAYER · RIGHT

8

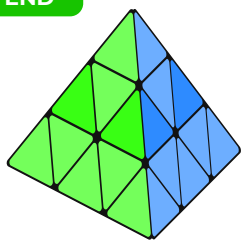


L



LEFT CORNER · DOWN

END



PYRAMINX SOLVED