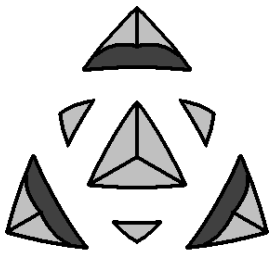
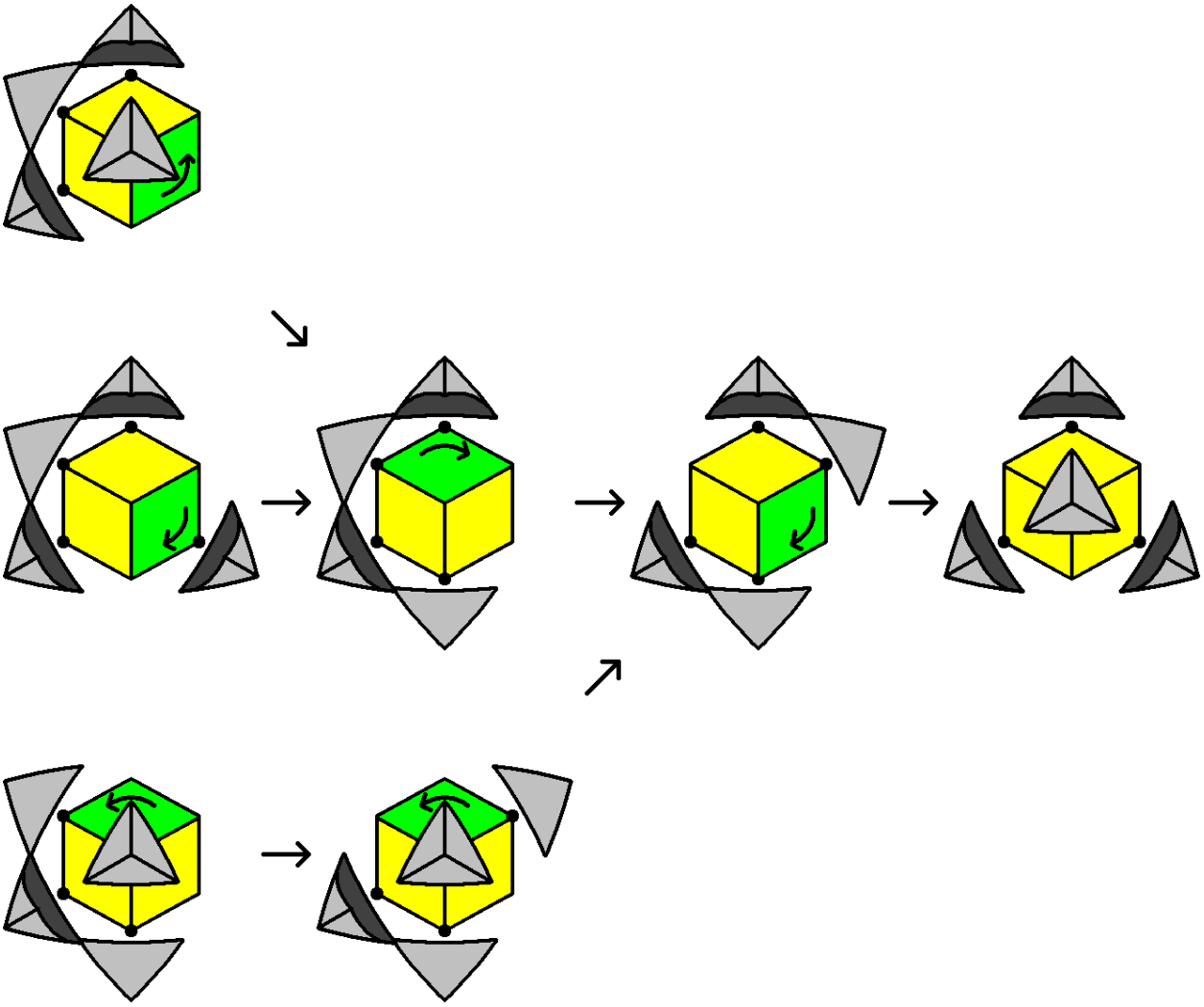
Master Pyramorphix Solution

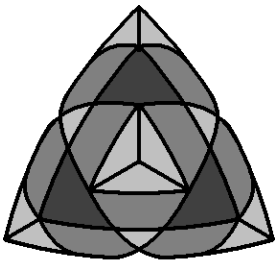
By Jaap Scherphuis



1. Corners in shape

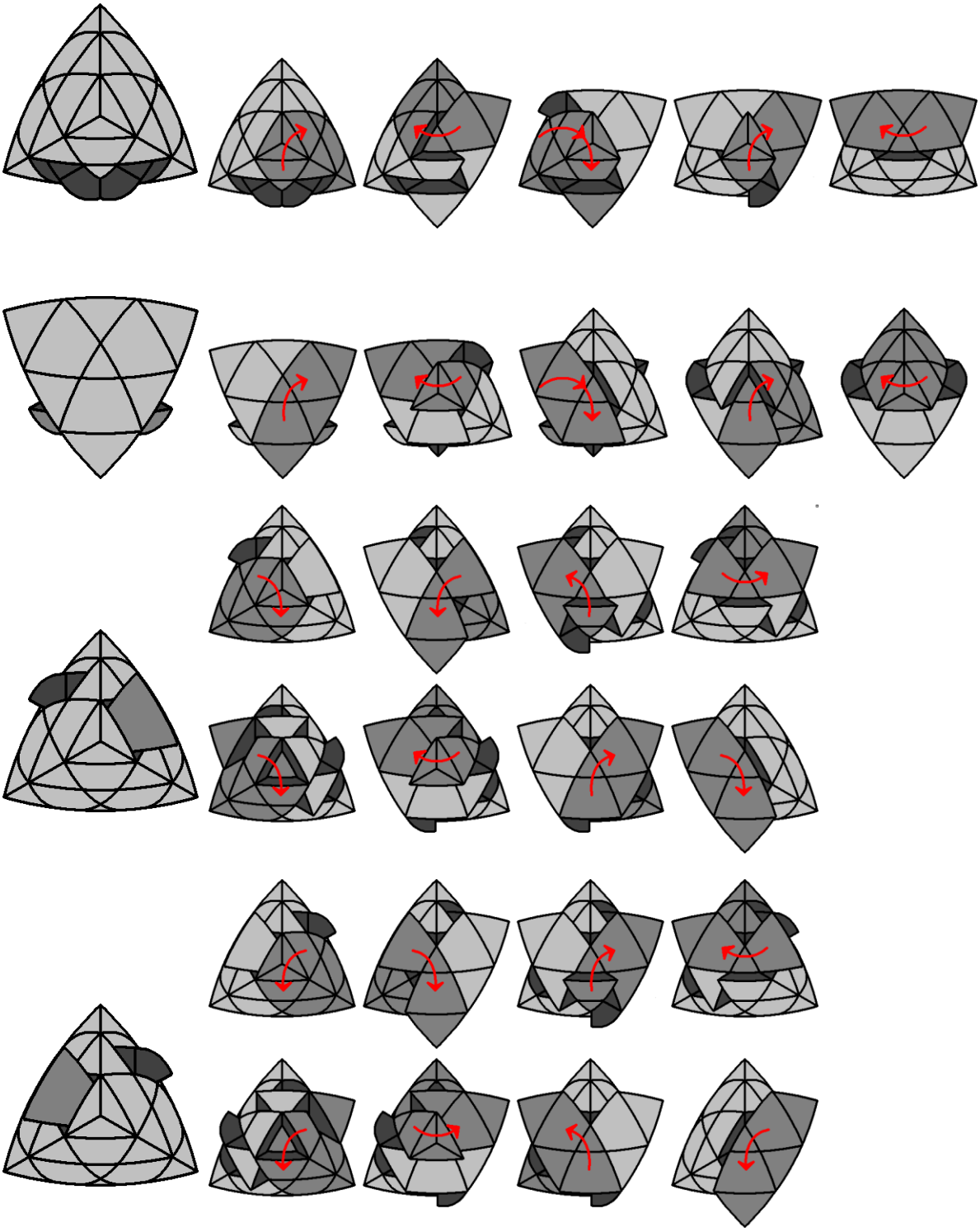
The four big corners can be placed so that they form a pyramid shape in just a few moves. There are really only seven different ways they can be arranged. You can find the arrangement in the diagram below and do the moves indicated to arrive at the correct arrangement.



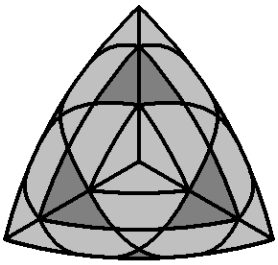


2. Orient the twelve wedge pieces

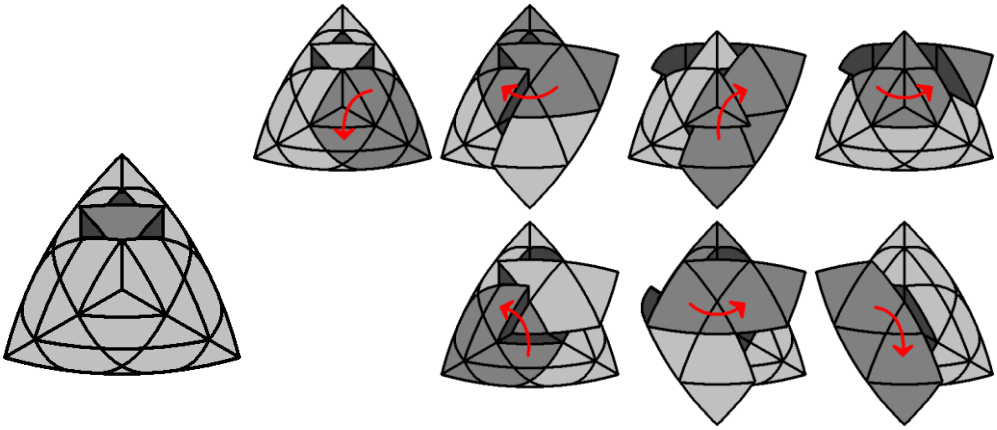
The move sequences below will flip two adjacent wedge pieces. If the two wedge pieces you want to flip are not close to each other, then you can use half-turns to bring them together.



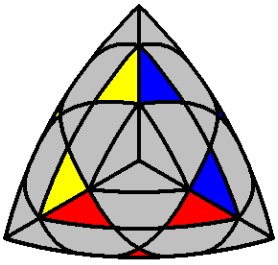
3. Orient the six ridge pieces



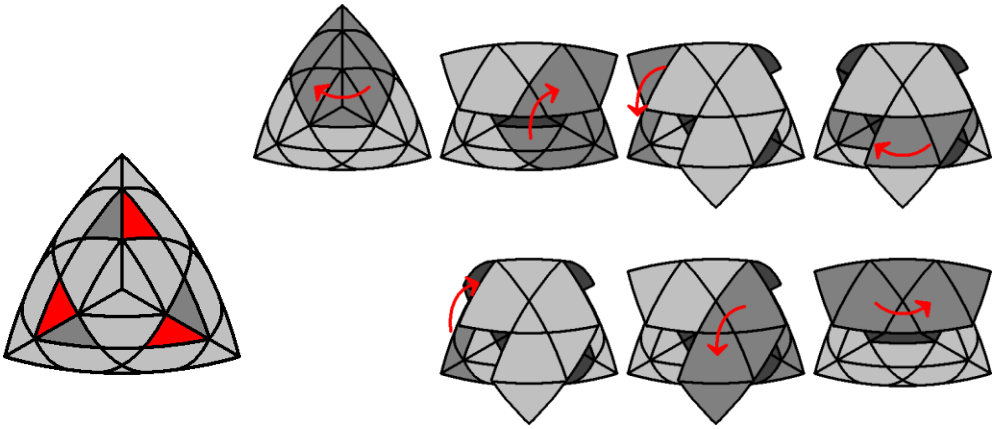
With the move sequences below you can twist a single ridge piece. After orienting these the puzzle should be in the correct shape.



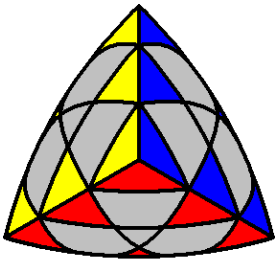
4. Solve the six ridge pieces



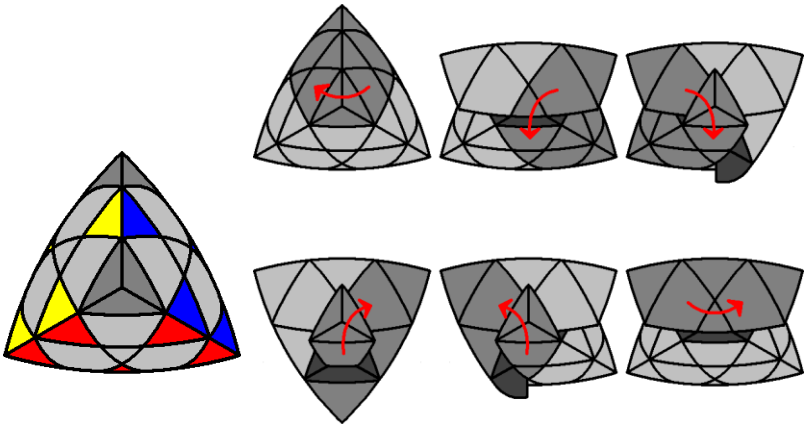
Any ridge piece can be given a half-turn without affecting the other ridge pieces. Look at the three ridge pieces that share a face. If they have a colour in common, then you can turn them to show that colour in the shared face. If they do not have a colour in common, do the sequence below and try again. The remaining ridge pieces can then be easily solved.

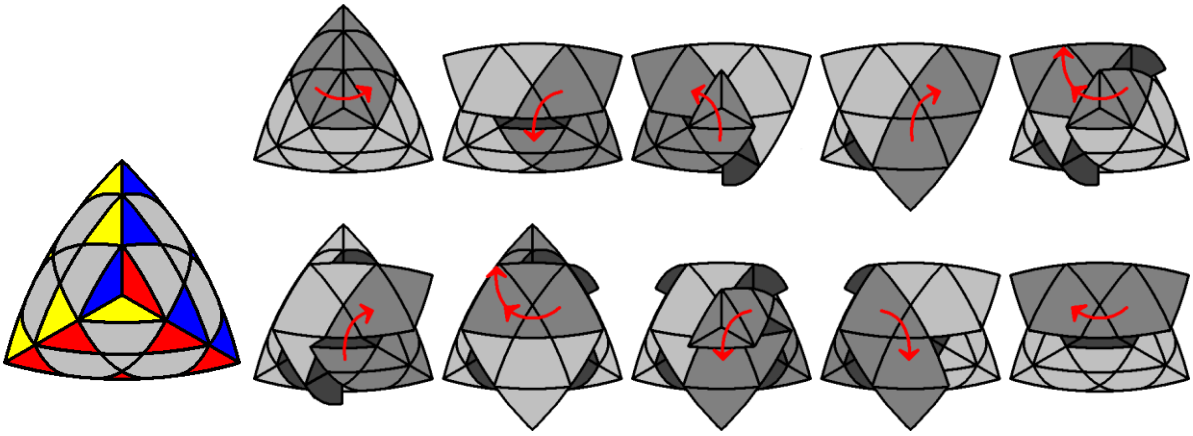


5. Solve the four corner pieces

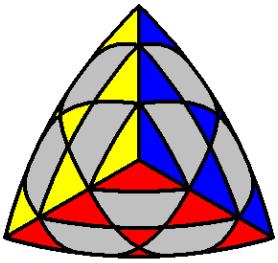


If a corner is out of place, then you can use the first sequence below to put it in its correct place. It swaps two corners without affecting the other two. Once a corner is in the correct place, you can use the second sequence to orient it properly.

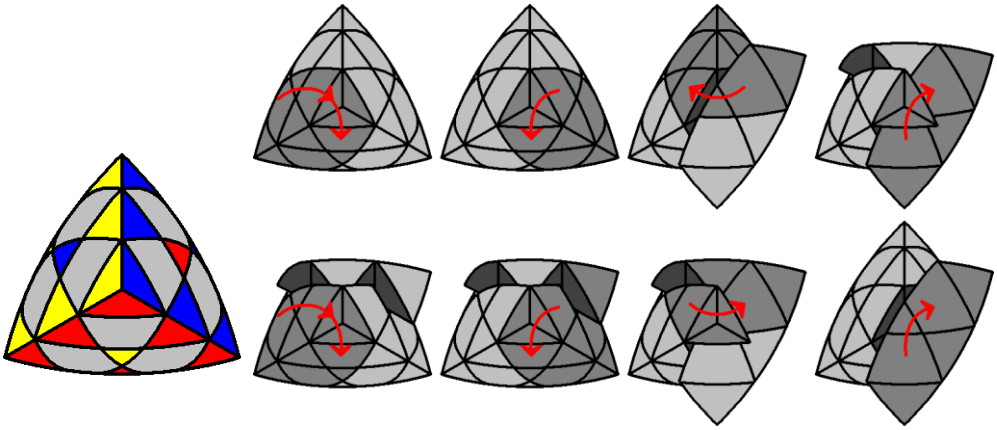




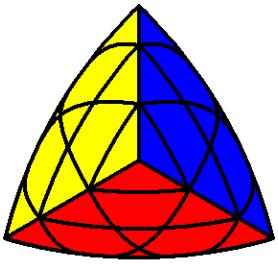
6. Solve the four triangle pieces



The four triangle pieces can be put in place using the sequence below which swaps around three of the triangles. If all four triangles are wrongly placed, you will have to use this sequence once to solve one triangle, and a second time for the remaining three triangles.



7. Solve the twelve wedge pieces



You can move wedge pieces from one face to another using the first two move sequences below. The third move sequence moves around the wedge pieces inside a face. To swap two wedge pieces in adjacent faces, you can use the third sequence if necessary to move the two pieces towards where the faces meet, and then the first or second sequence once or twice to swap them around.