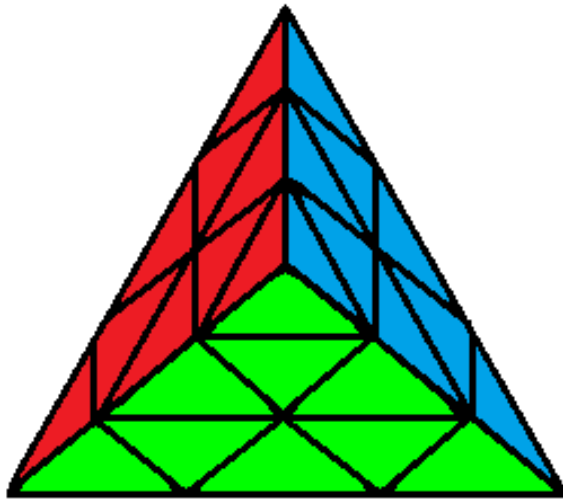
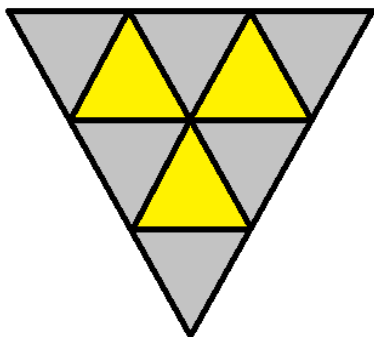


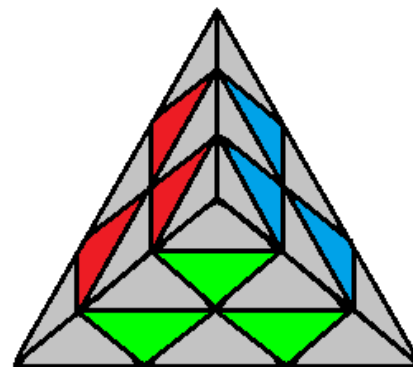
PYRAMINX - MÉTODO DE CAMADAS



ORIENTAR CENTROS

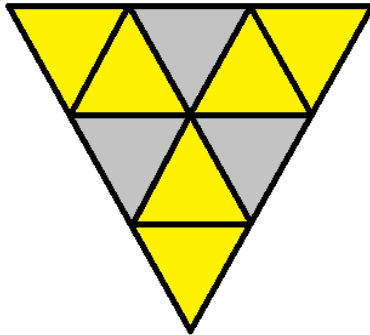


BASE

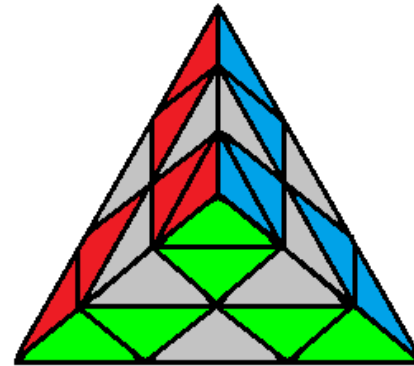


LADOS

ALINHAR VÉRTICES

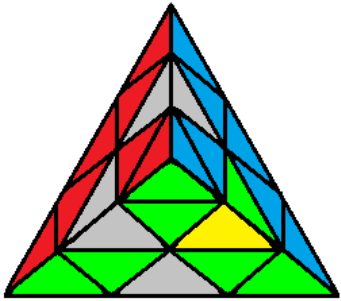


BASE

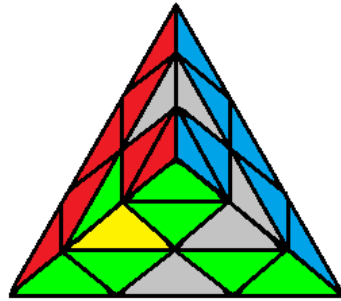


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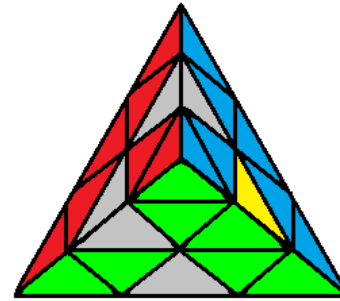
INSERÇÕES - 1ª CAMADA



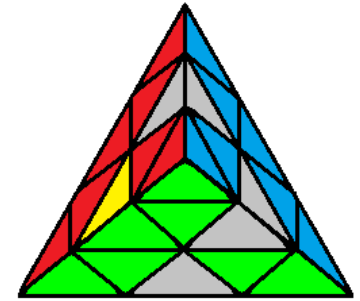
R' L R L'



L R' L' R

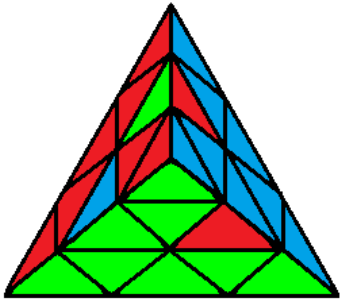


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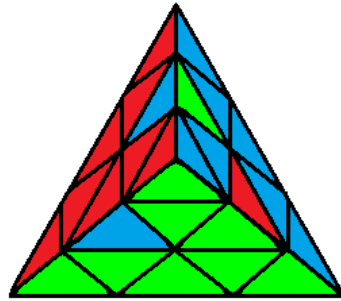


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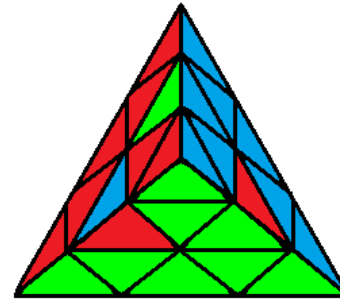
MEIOS - 2ª CAMADA



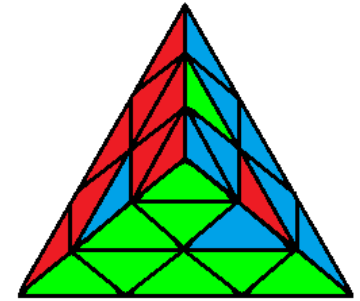
R' U' L' U L R



L U R U' R' L'

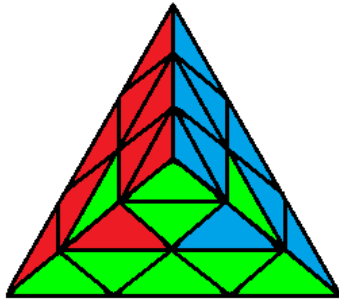


R' L' U' L U R

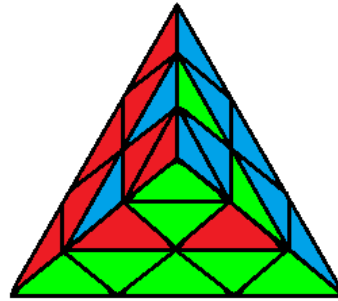


L R U R' U' L'

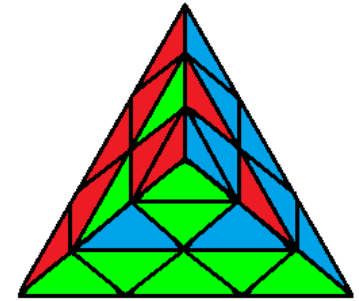
MEIOS - 2ª CAMADA



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



R U' R' U' R U' R'



R U R' U R U R'

CONSIDERAÇÕES FINAIS

- [Orientar os centros](#) da [base](#) e/ou [lados](#), ocasionalmente será a 1ª etapa da solução, realizada de maneira intuitiva e com auxílio de noção espacial básica a respeito do [Twist Puzzle Pyraminx](#).
- [Alinhas os vértices](#) da [base](#) e/ou [lados](#), ocasionalmente poderá ser a 2ª etapa da solução ou a última, porém para iniciantes é aconselhável que a adote como 2ª etapa, pois auxilia na visualização das cores em seus respectivos lados para as etapas seguintes.