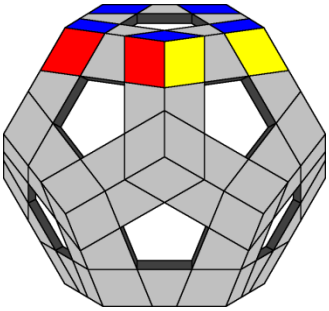
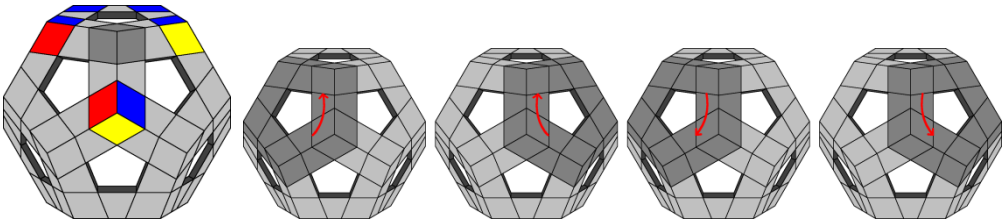
Holey Megaminx Solution - 12 colour

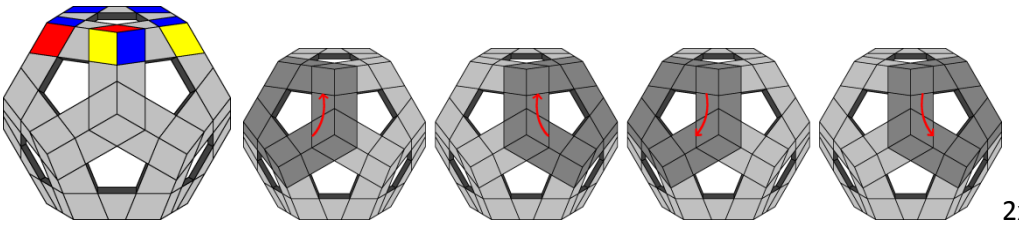
By Jaap Scherphuis



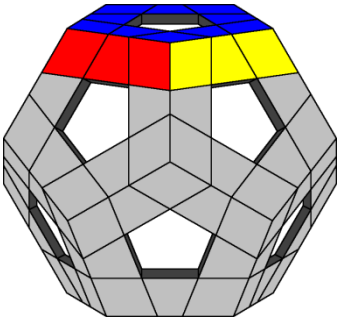
1. Top layer corners

Solve five corners in the top face. You can insert a corner using the move sequence shown below. To twist it, use the same sequence twice.



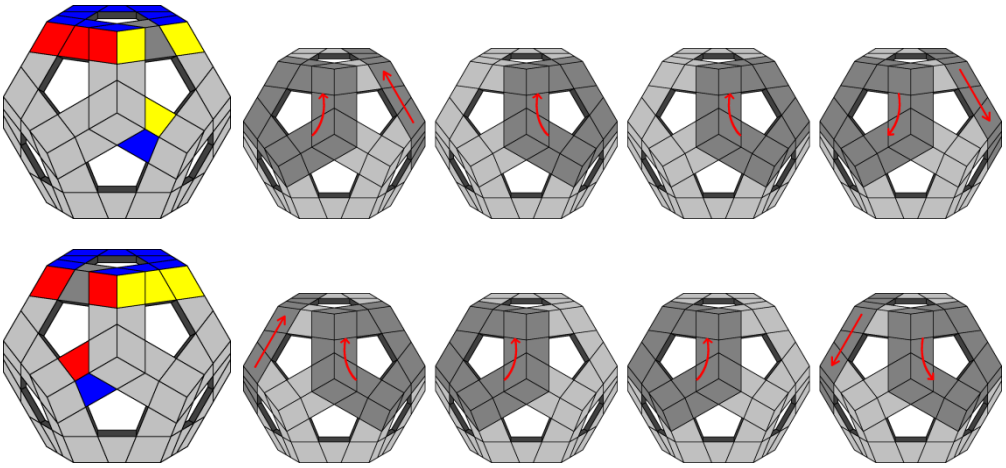


2x



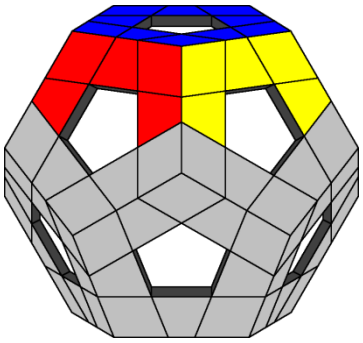
2. Top layer edges

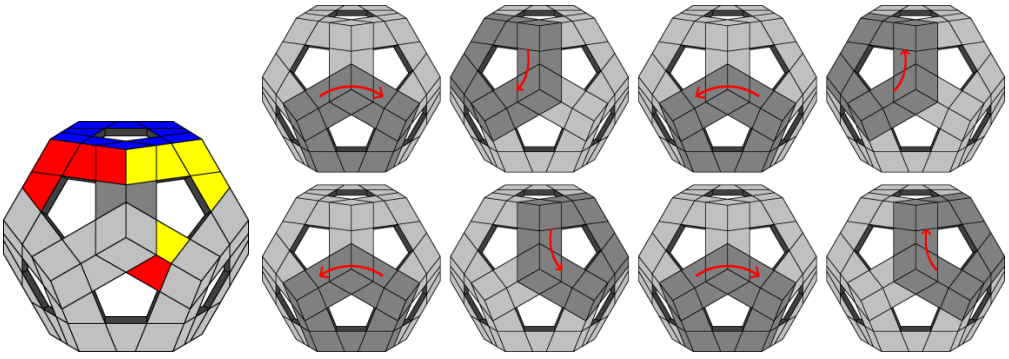
Bring an edge to the location below the place you wish to insert it. Make sure it has the same colour at the front as the corners it goes between, and then insert it using one of the sequences below. If your edge piece is tied up at a location directly below a top layer corner then use a move sequence from the next section to liberate it.

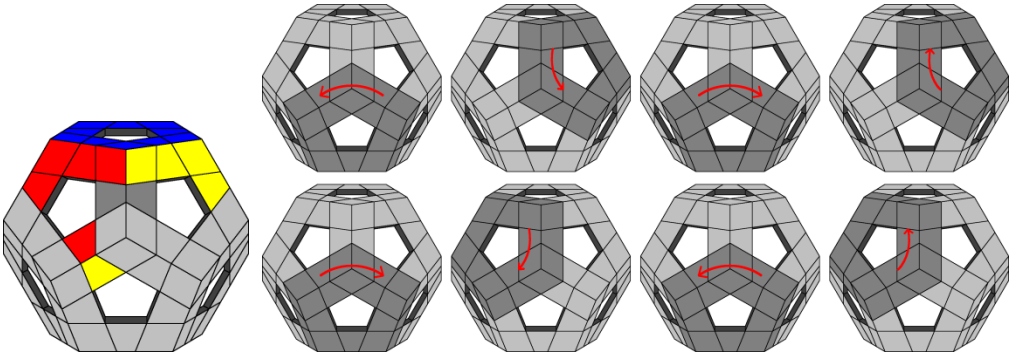


3. Upper edges

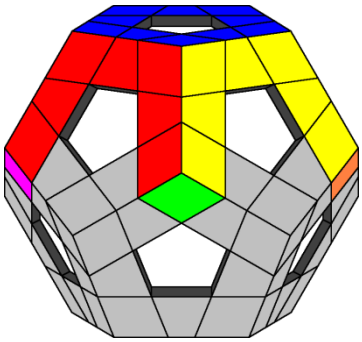
Bring an upper edge piece to the location below left or below right of the place it belongs. Insert it as follows:



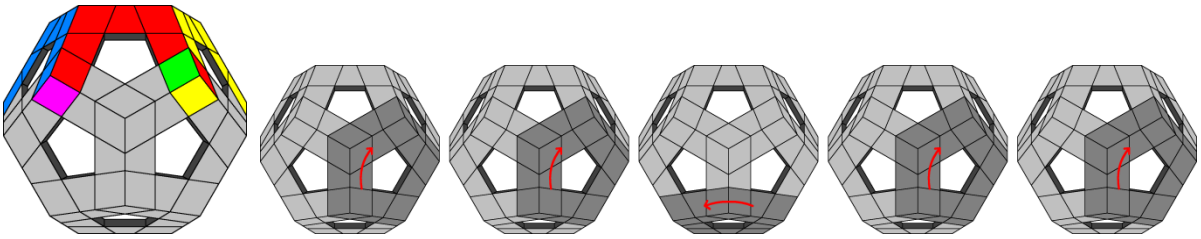


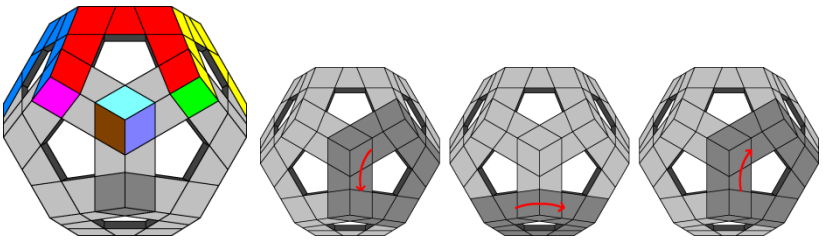


4. Upper equator corners

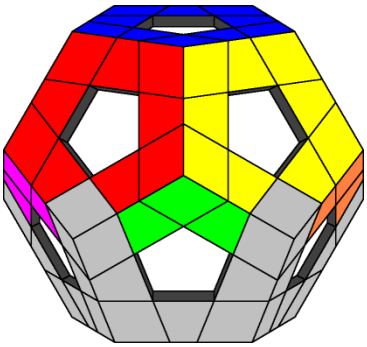


Bring a corner piece that belongs in the upper equator to its correct location. If it is twisted, you can use the first move sequence below to correct it. If you cannot move the corner piece you want to solve without affecting some solved corners, the second move sequence below can be useful.

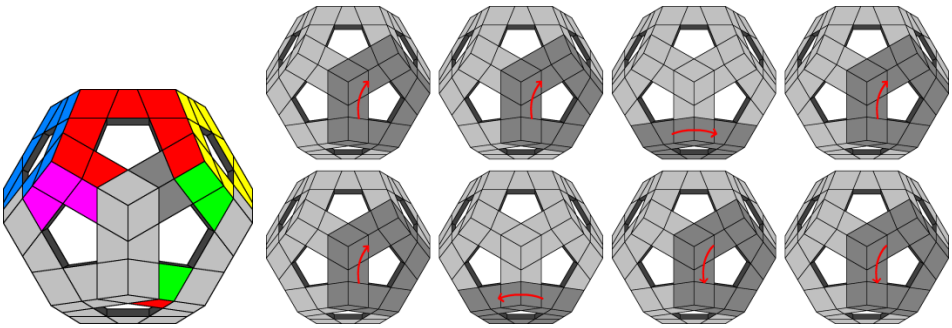


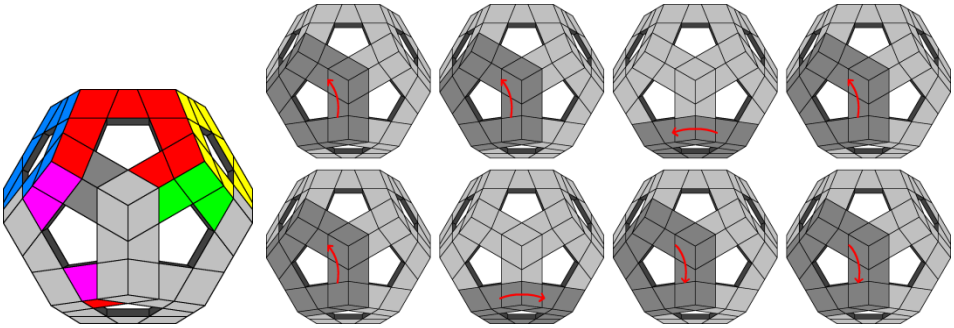


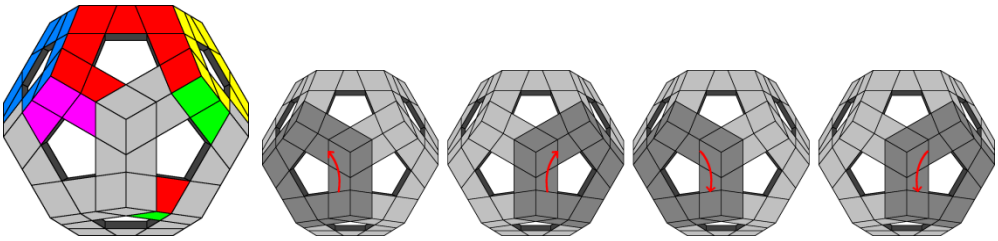
5. Equator edges

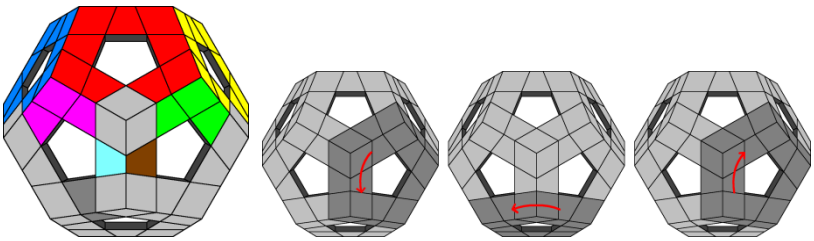


If there is an equator edge piece in the bottom layer and it is upside down, then it can be put into position with the first or second move sequence below. If an equator edge is in the bottom layer but needs to be flipped upside down before being put in place, then the third move sequence will do that. The last sequence can be used to move an edge to the bottom layer.



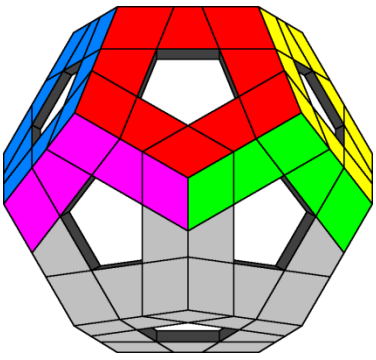




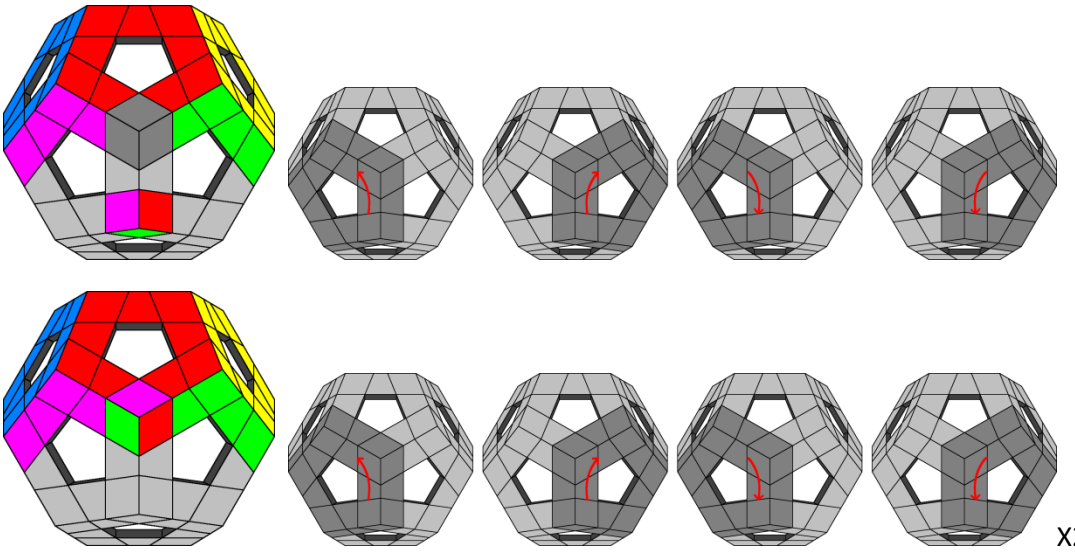


6. Lower equator corners

If there is a corner in the bottom layer that belongs in the equator, then turn the bottom layer so that the corner lies directly below the place it



belongs and do the move sequence below. That same sequence performed twice will twist a corner in place.



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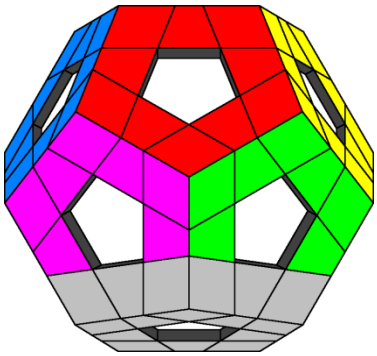
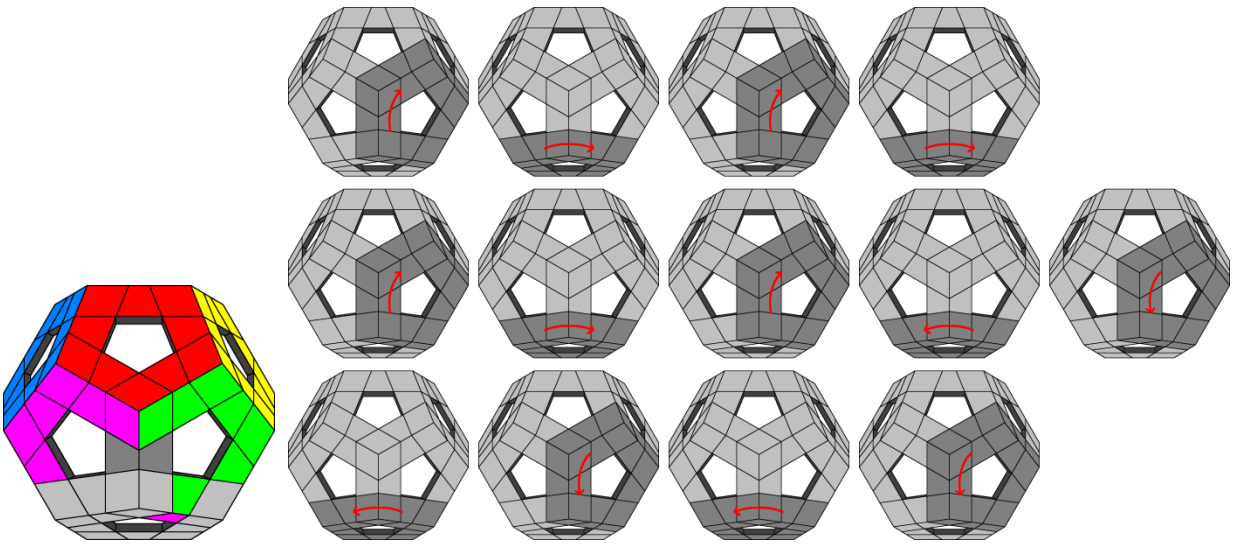
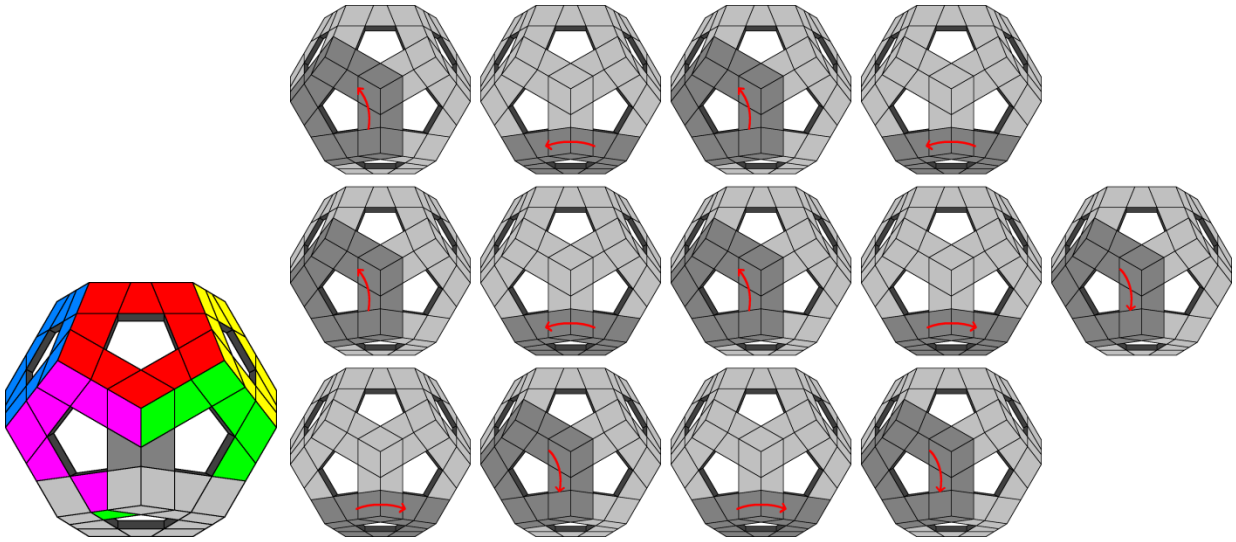
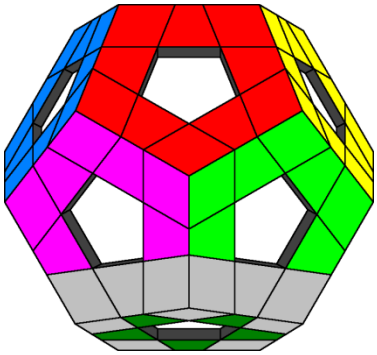
7. Lower edges

If there is an edge in the bottom layer that does not belong there, then turn that layer so that the front colour of the edge lies in the correct face. Then insert the edge as follows:



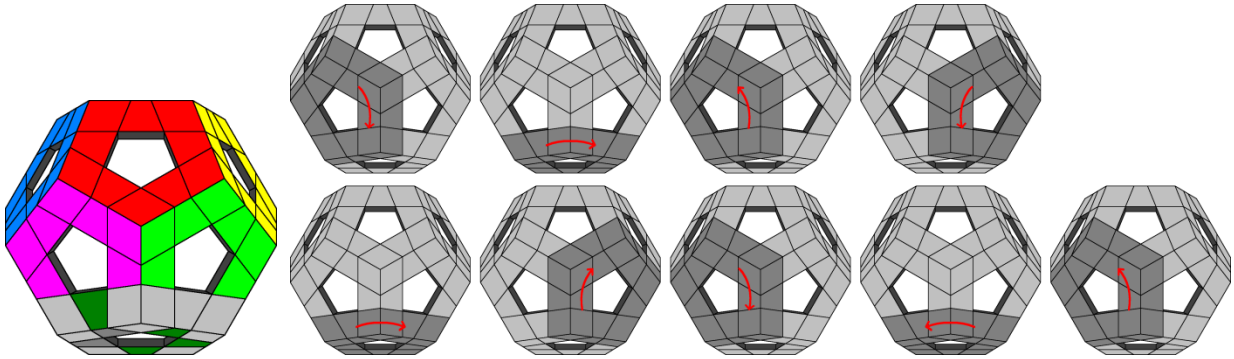


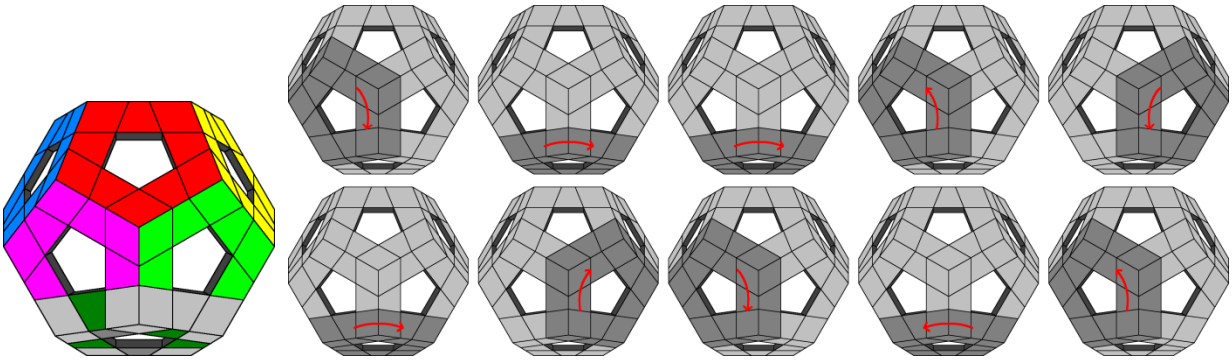




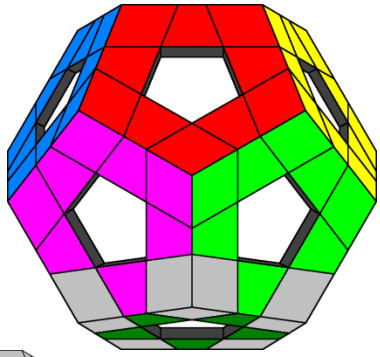
8. Orient bottom edges

The bottom edges are supposed to show their common colour on the bottom face. Any two edges that do not show that colour on the bottom face can be flipped over as follows:

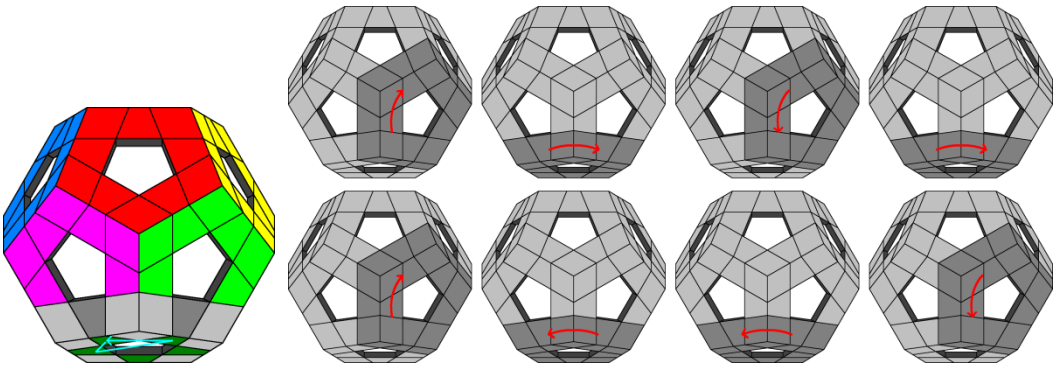


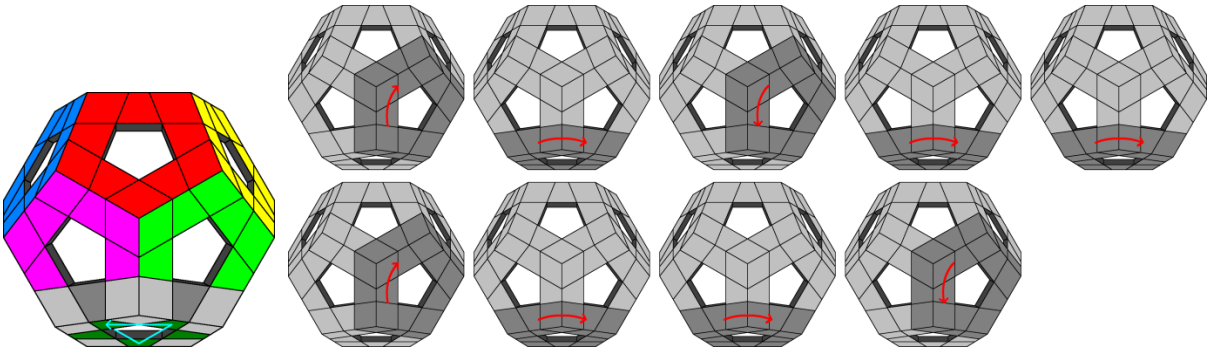


9. Position bottom edges

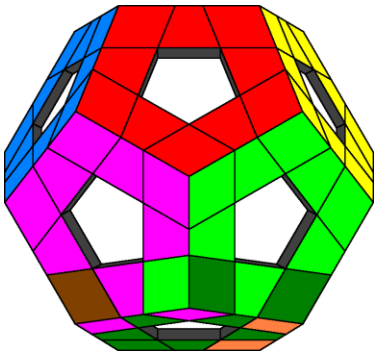


Turn the bottom layer to get as many of its edges correct as possible. You can swap any three edges around using the move sequences below. If four edges are out of place then you will first have to use one of the sequences to solve one more edge piece, and then solve the remaining three edges.

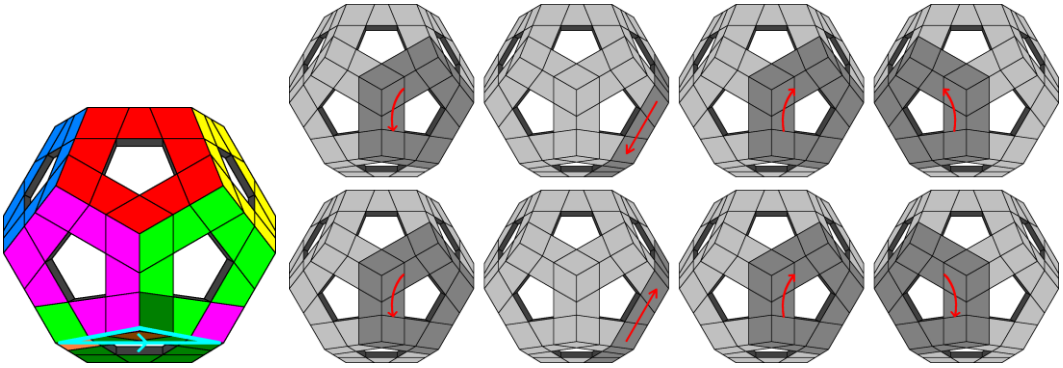




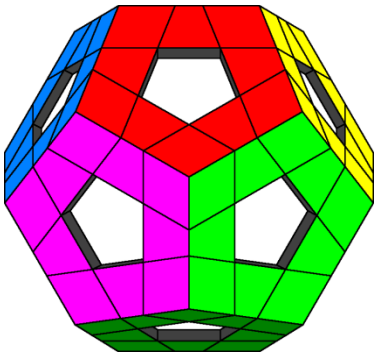
10. Position bottom corners



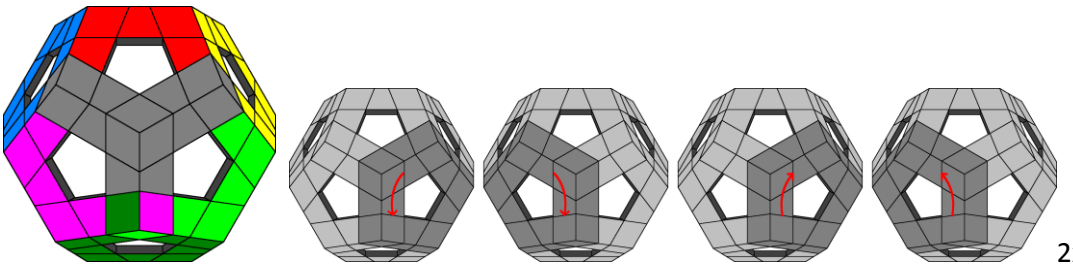
You can swap around any three adjacent corners using the move sequence below. You may need to do several such swaps to get all the corners in their correct locations. The corners do not need to be twisted correctly, as that will be fixed in the next step.



11. Orient bottom corners



Turn the bottom layer so that the corner you want to twist is at the front. Then one of the move sequences below will orient it correctly. Some of the pieces at the front will become mixed up. Turn the bottom layer to bring another twisted corner to the front, and solve that. Repeat this for all the twisted corners. In the end when the corners have been solved, the mixed pieces at the front will be solved too. Finally turn the bottom layer correct



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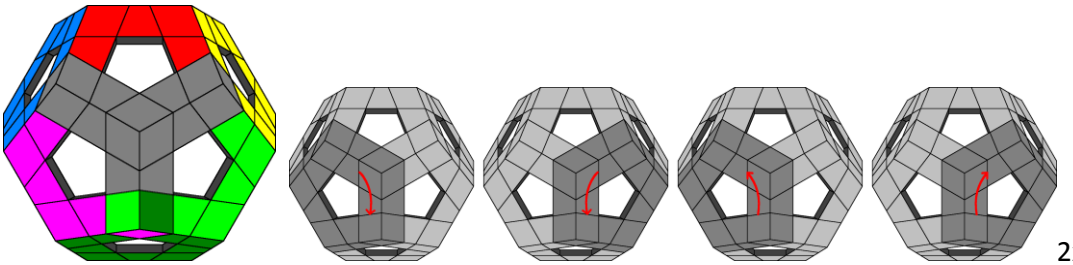

2x