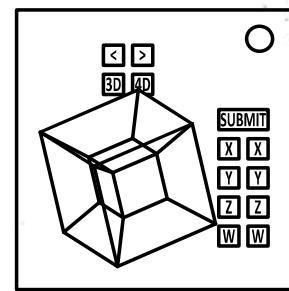


## On the Subject of Pattern Hypercube

*What's your favorite shape? Mine is cube.  
Not tesseract, that's for sure! Because there is no such thing.*

The module has a hypercube. To solve the module, place the correct symbols on each hypersurface and give the hypersurfaces the correct orientation.



The two hypersurfaces contain symbols. One of these hypersurfaces is completely transparent, while the other is partially transparent. The partially transparent hypersurface has already been placed, while the fully transparent one is the currently selected hypersurface.

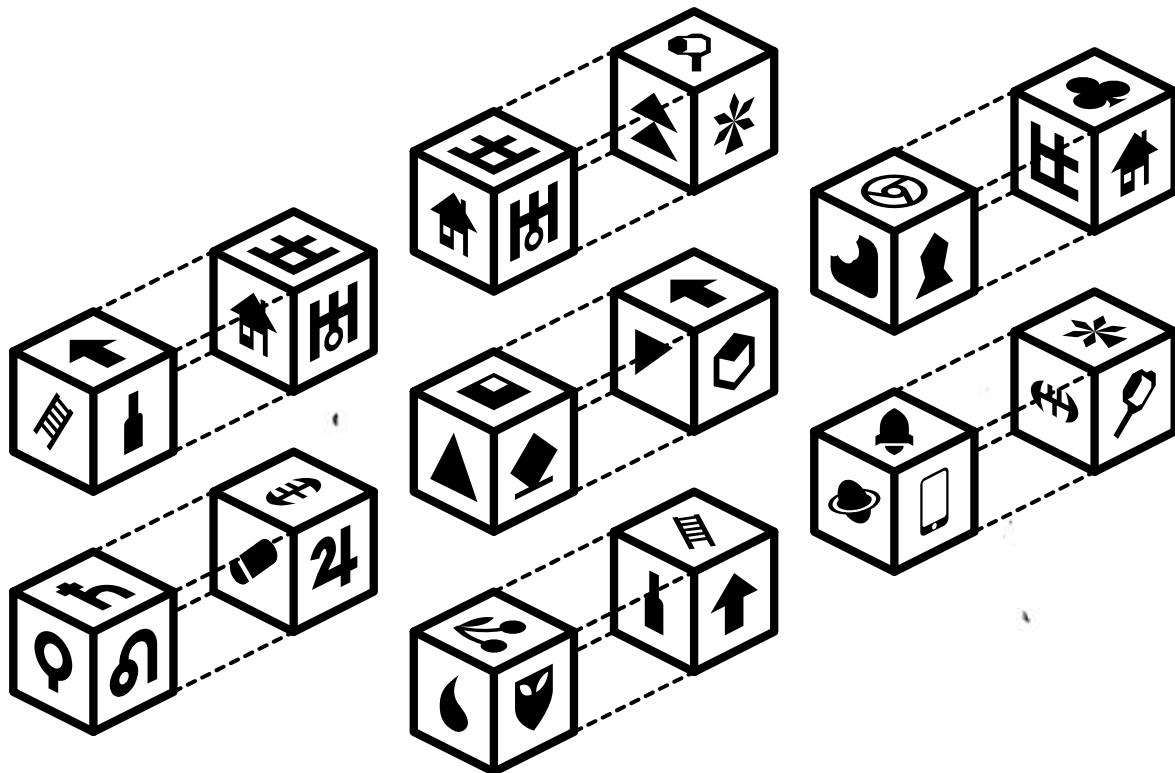
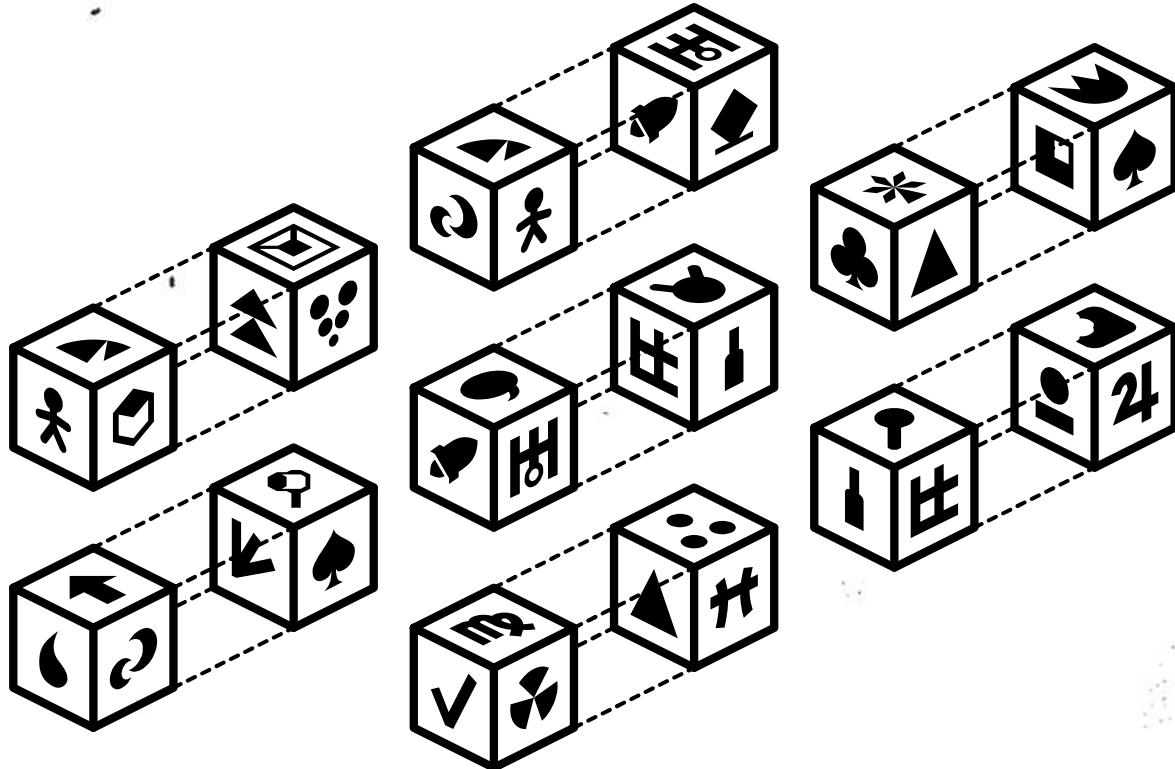
The module has two modes: 3D and 4D. You can switch between modes using the buttons on the top of the module.

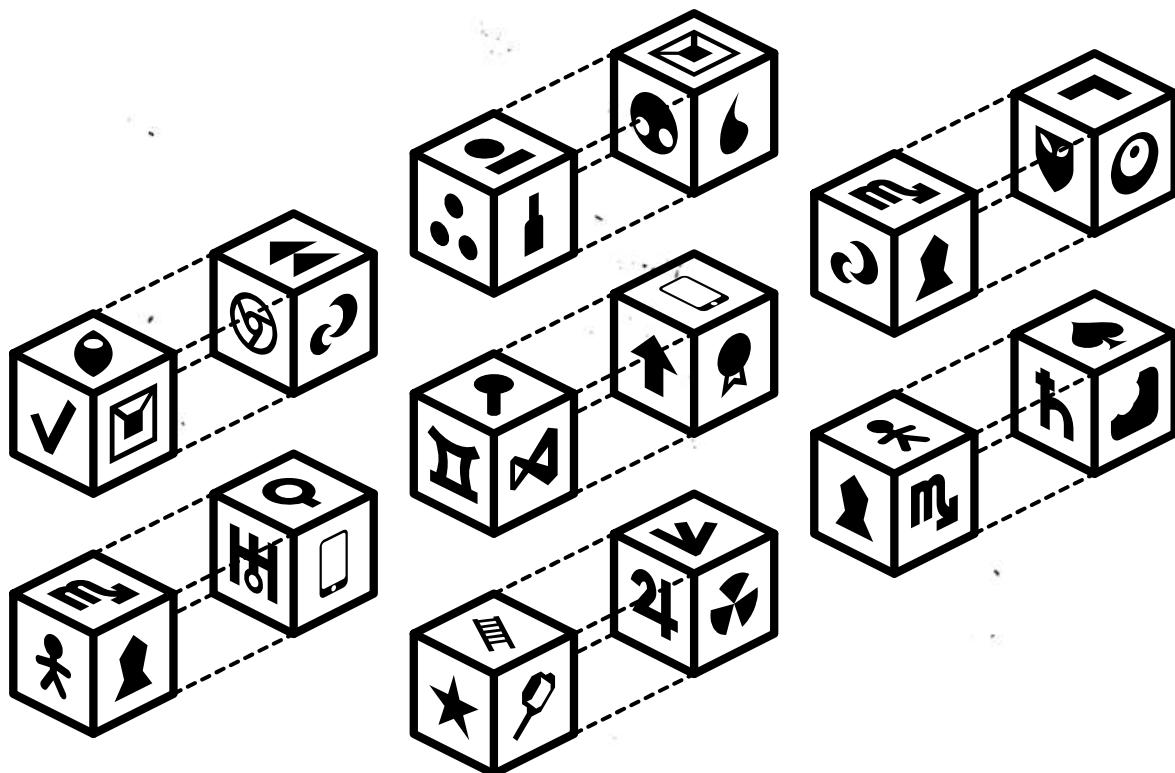
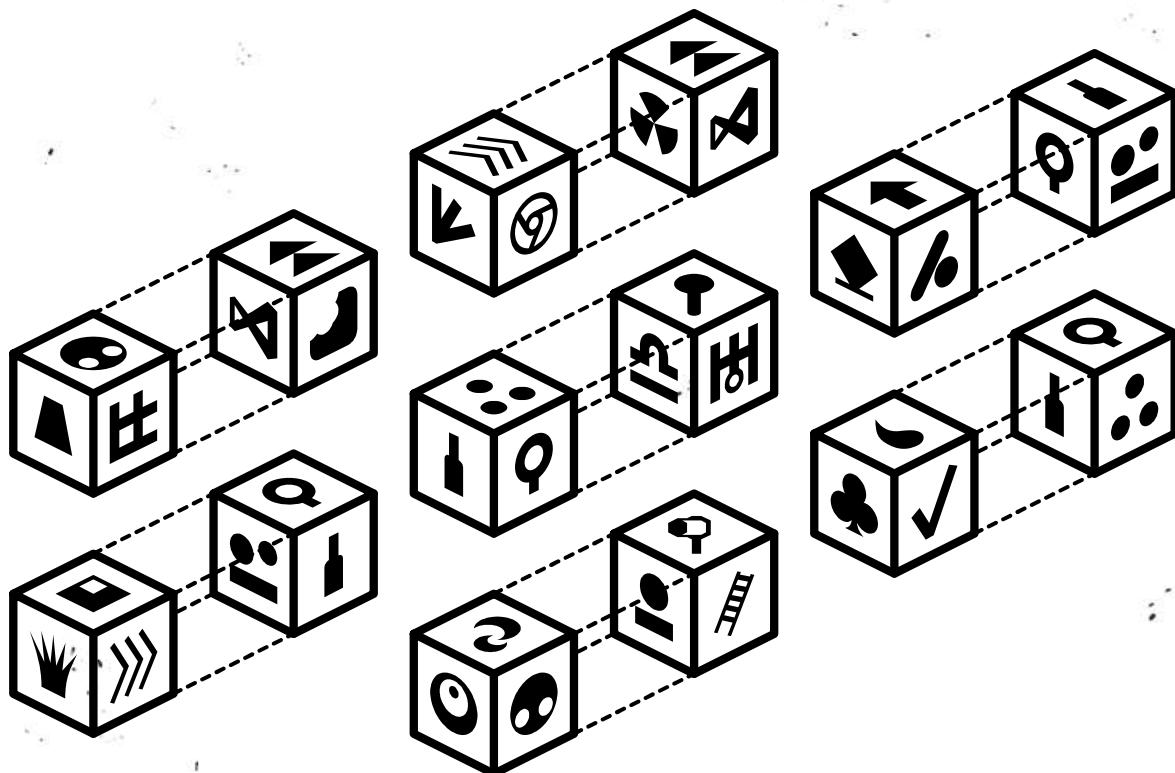
There are also "<" and ">" buttons on the top. When 3D mode is active they change the symbols of the currently selected hypersurface. When 4D mode is active these buttons are used to switch between different hypersurfaces.

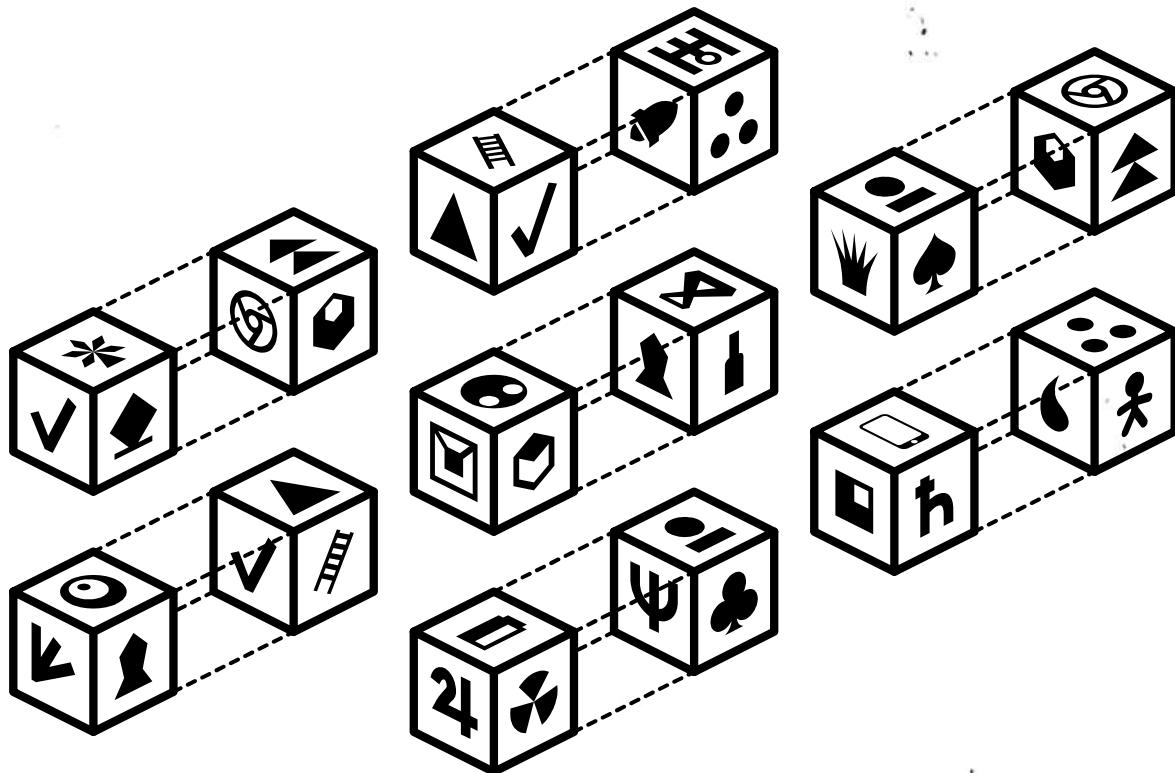
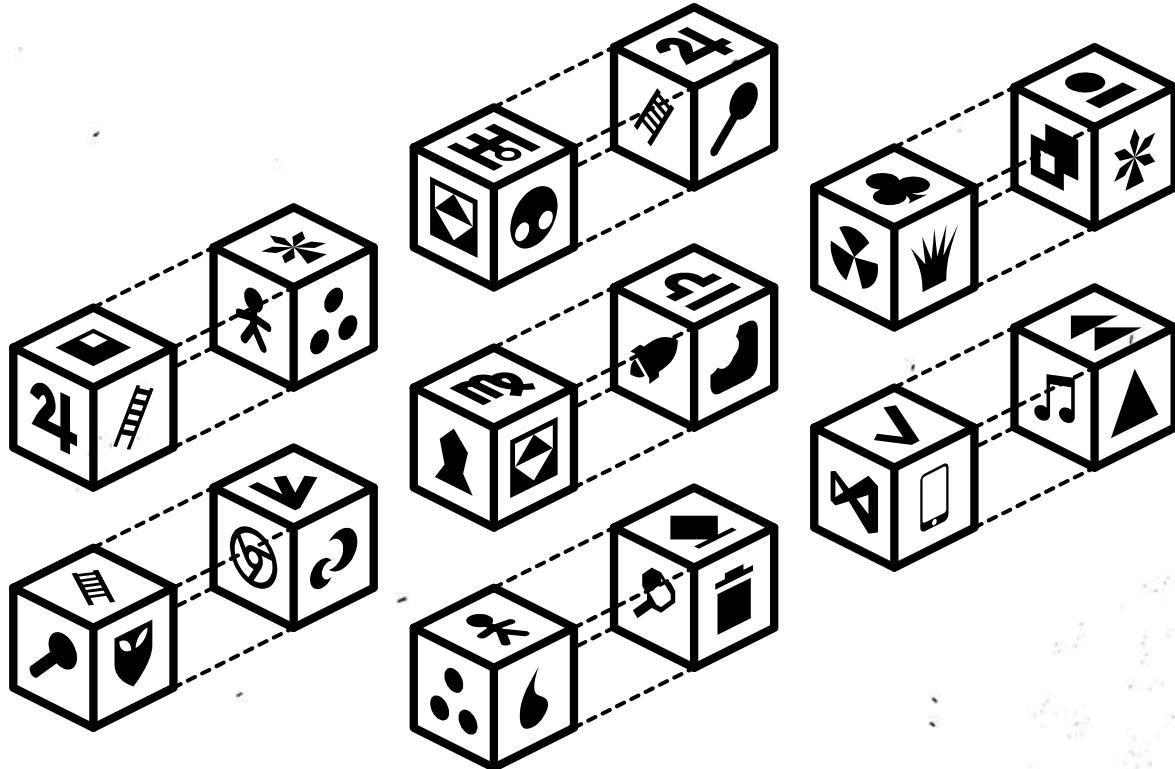
On the right are the rotation buttons. To use them, first select the first rotation axis on the left buttons, and then press the second rotation axis on the right buttons. Using two identical axes does not produce rotation. When 4D mode is active, these buttons rotate the hypercube. When 3D mode is active, the currently selected hypersurface is rotated. Please note that in 3D mode the rotation is not relative to the axes of the module, as is the case for 4D mode, but relative to the hypersurface itself. Therefore, W-axis rotation is disabled for 3D mode.

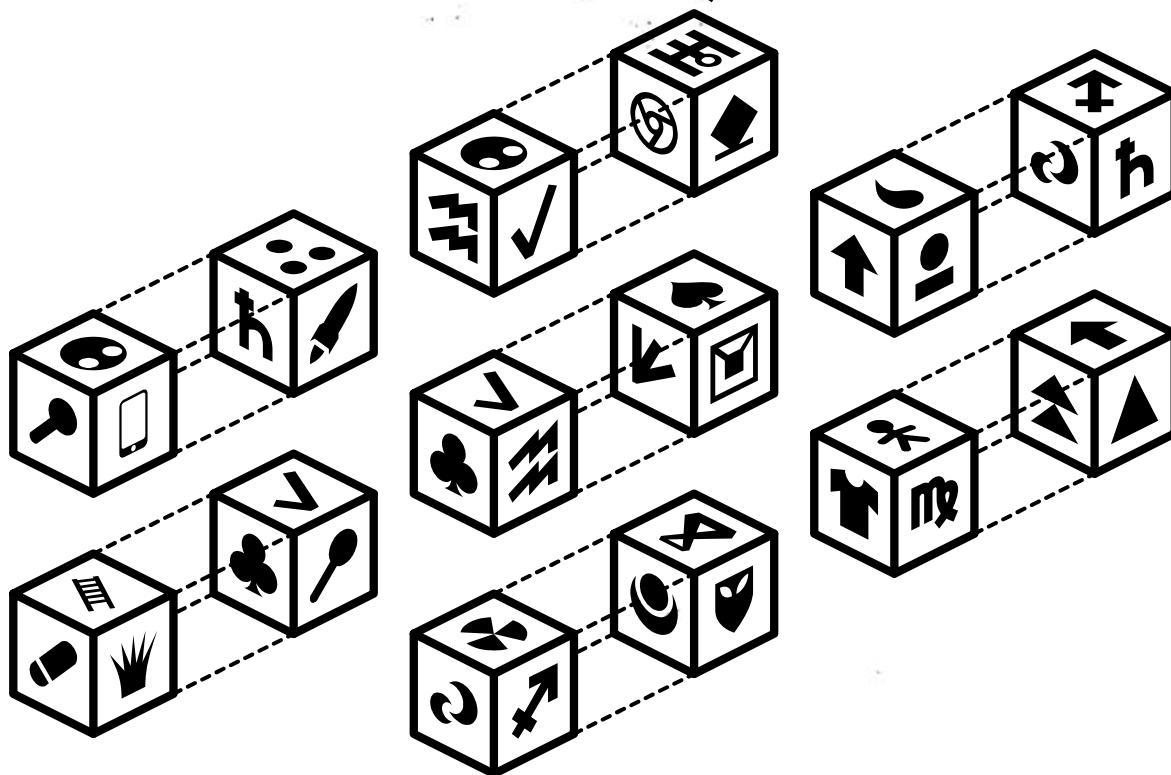
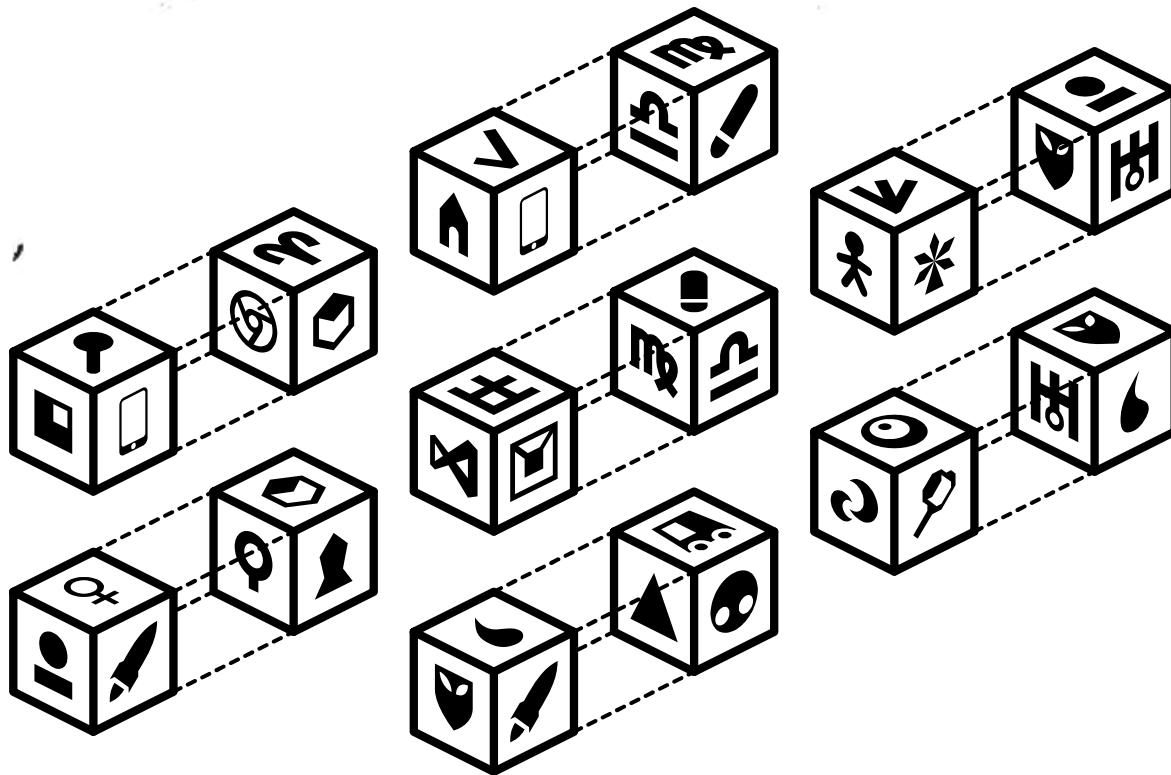
One of the symbols of each hypersurface is unique. On the following pages, unique symbols are drawn next to the hypercube number. Under the number of the hypercube there are 7 links of its hypersurfaces, these pairs are enough to recreate the full hypercube. To determine a hypercube located on a module, find a unique symbol on the placed hypersurface.

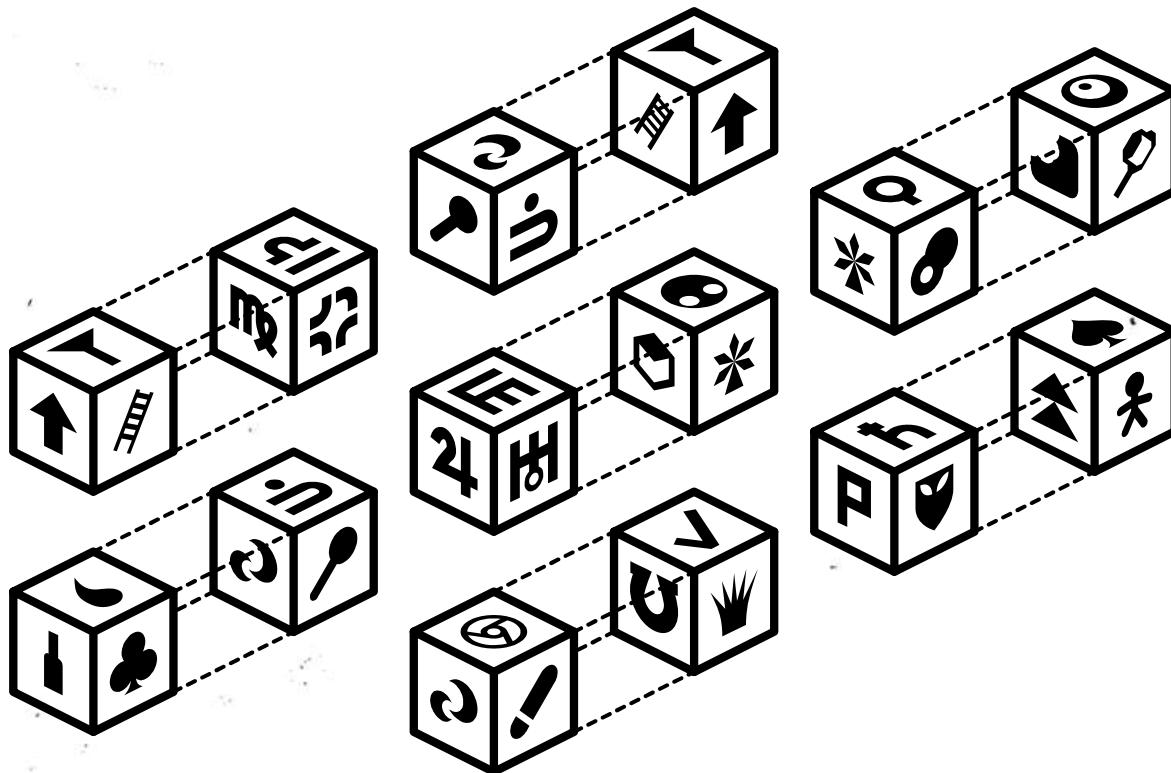
To place symbols on the currently selected hypersurface, press the "SUBMIT" button. When all 8 hypercube hypersurfaces are correctly placed the module will be solved.

Hypercube #1/10Hypercube #2/10

Hypercube #3/10Hypercube #4/10

Hypercube #5/10Hypercube #6/10

Hypercube #7/10Hypercube #8/10

Hypercube #9/10Hypercube #10/10