

Cube Puzzles Solutions

An Anthropology of Puzzles argues that the human brain is a "puzzling organ" which allows humans to literally solve their own problems of existence through puzzle format. Noting the presence of puzzles everywhere in everyday life, Marcel Danesi looks at puzzles in society since the dawn of history, showing how their presence has guided large sections of human history, from discoveries in mathematics to disquisitions in philosophy. Danesi examines the cognitive processes that are involved in puzzle making and solving, and connects them to the actual physical manifestations of classic puzzles. Building on a concept of puzzles as based on Jungian archetypes, such as the river crossing image, the path metaphor, and the journey, Danesi suggests this could be one way to understand the public fascination with puzzles. As well as drawing on underlying mental archetypes, the act of solving puzzles also provides an outlet to move beyond biological evolution, and Danesi shows that puzzles could be the product of the same basic neural mechanism that produces language and culture. Finally, Danesi explores how understanding puzzles can be a new way of understanding our human culture.

??Buy the paperback version of RUBIKS CUBE SOLUTION BOOK COMPLETE COLLECTION and receive the ebook for FREE! - ALSO NOW IN COLOR!!!!?? This book is value-packed with 2 manuscripts inside: Rubiks Cube Solution Book For Kids Speedsolving the Rubiks Cube Solution Book For Kids Save over 20% when purchasing the Complete Collection compared to purchasing both books individually. The first manuscript, "Rubiks Cube Solution Book For Kids" has been written for kids and beginners, and therefore, the content is easy to understand and full of images to make everything clear. The goal is to help kids and beginners learn the 6 simple stages that you have to go through to solve a jumbled Rubik's Cube. Every stage of the solution has illustrations that will help you understand exactly how to move from one step to the next and ultimately, solve the Rubik's Cube. What you will learn: What exactly a Rubiks Cube is History of the Rubiks Cube Health benefits of solving the Rubiks Cube The 6 different Rubiks Cube face movements The 3 different types of cubies The 6 different stages to solve the Rubiks Cube Detailed and easy to understand explanations Plenty of illustrations and images to help guide you The second manuscript, "Speedsolving the Rubiks Cube Solution Book For Kids" is about shaving those minutes into seconds! In order to progress to faster solving times, you will need to learn new methods that effectively shortcut your way to solving the Rubik's Cube. You will not be overwhelmed with many different types of speed solving methods like other books do. We will only be to focusing on 1 speed solving method which happens to be the best method to learn for beginners as it is the fastest and easiest to understand. Most of the fastest speed cubers in the world use this method or have used this method as the building blocks to there own intuitive method. What you will learn: An Introduction to Speed Solving the Rubiks Cube History of the Speed solving Method The single best Speed solving method for beginners The 4 stages to Speed solving the Rubiks Cube Broken down, easy to understand explanations for each stage Wonderfully explained images to help guide you through the process The Complete Collection is perfect for anyone who wants to put themselves on the fast track to becoming a Rubiks Cube master. This will also make a great christmas gift. Scroll up and click 'add to cart' to become a Rubik's Cube master.

Explains the mathematical theory of groups and how it can be used to solve Rubik's Cube and similar puzzles
 ??SPEEDSOLVING THE RUBIKS CUBE SOLUTION BOOK FOR KIDS - NOW IN COLOR!!!!?? You may have already purchased the first edition to the series "Rubik's Cube Solution Book For Beginners: How to Solve the Rubik's Cube for Kids with Step-by-Step Instructions Made Easy" and began your journey to solving the Rubik's Cube or you may already have an idea of how to solve the Rubik's Cube in your own way. You may have finally learnt how to solve the Rubik's Cube, but you are still not satisfied. You now want more and are determined to shave those minutes into seconds! In order to progress to faster solving times, you will need to learn new methods that effectively shortcut your way to solving the Rubik's Cube. This book is not going to overwhelm you with many different types of speed solving methods like other books do. This book is only going to focus on 1 speed solving method which happens to be the best method to learn for beginners as it is the fastest and easiest to understand. Most of the fastest speed cubers in the world use this method or have used this method as the building blocks to there own intuitive method. This book is perfect for anyone who has a basic understanding on how to solve the Rubik's Cube but now wants to start their Speed solving journey. Speed solving the Rubiks Cube Solution Book for Kids includes: An Introduction to Speed Solving the Rubiks Cube History of the Speed solving Method The single best Speed solving method for beginners The 4 stages to Speed solving the Rubiks Cube Broken down, easy to understand explanations for each stage Wonderfully explained images to help guide you through the process What are you waiting for? Scroll up and click the 'add to cart' button to be on your way to becoming a Speed solving master.

Rubik's Cube, Speedcubing, Optimal Solutions for Rubik's Cube, Rubik's Revenge, Professor's Cube, Square One, Rubik's Cube Gr

How to Solve the Rubik's Cube for Kids with Step-By-Step Instructions Made Easy

The Puzzle of Us All

The Ultimate Guide to the World's Best-Selling Puzzle: Secrets, Stories, Solutions

WCNN'93, Portland

Speedsolving the Cube

Mastering Rubik's Cube

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 32. Chapters: Rubik's Cube, Speedcubing, Optimal solutions for Rubik's Cube, Rubik's Revenge, Professor's Cube, Square One, Rubik's cube group, Pyramorphix, Nicolas Hammond, Megaminx, Dogic, Lemarchand's box, Ern Rubik, Pyraminx, God's algorithm, Rubik, the Amazing Cube, Rubik's Games, Pocket Cube, Skewb Ultimate, Fridrich Method, Sudoku Cube, David Singmaster, World Cube Association, Skewb Diamond. Excerpt: The Rubik's Cube is a 3-D mechanical puzzle invented in 1974 by Hungarian sculptor and professor of architecture Ern Rubik. Originally called the "Magic Cube," the

puzzle was licensed by Rubik to be sold by Ideal Toy Corp. in 1980 and won the German Game of the Year special award for Best Puzzle that year. As of January 2009, 350 million cubes have sold worldwide making it the world's top-selling puzzle game. It is widely considered to be the world's best-selling toy. In a classic Rubik's Cube, each of the six faces is covered by nine stickers, among six solid colours (traditionally white, red, blue, orange, green, and yellow). A pivot mechanism enables each face to turn independently, thus mixing up the colours. For the puzzle to be solved, each face must be a solid colour. Similar puzzles have now been produced with various numbers of stickers, not all of them by Rubik. The original 3x3x3 version celebrated its thirtieth anniversary in 2010. In March 1970, Larry Nichols invented a 2x2x2 "Puzzle with Pieces Rotatable in Groups" and filed a Canadian patent application for it. Nichols's cube was held together with magnets. Nichols was granted on April 11, 1972, two years before Rubik invented his Cube. On April 9, 1970, Frank Fox applied to patent his "Spherical 3x3x3." He received his UK patent (1344259) on January 16, 1974. Packaging of Rubik's Cube, Toy of the year 1980-Ideal Toy Corp., Made in Hungary. In the... In the quarter of a century since three mathematicians and game theorists collaborated to create Winning Ways for Your Mathematical Plays, the book has become the definitive work on the subject of mathematical games. Now carefully revised and broken down into four volumes to accommodate new developments, the Second Edition retains the original's wealth of wit and wisdom. The authors' insightful strategies, blended with their witty and irreverent style, make reading a profitable pleasure. In Volume 2, the authors have a Change of Heart, bending the rules established in Volume 1 to apply them to games such as Cut-cake and Loopy Hackenbush. From the Table of Contents: - If You Can't Beat 'Em, Join 'Em! - Hot Bottles Followed by Cold Wars - Games Infinite and Indefinite - Games Eternal--Games Entailed - Survival in the Lost World

The CubeThe Ultimate Guide to the World's Best-Selling Puzzle: Secrets, Stories, SolutionsBlack Dog & Leventhal Pub

This book constitutes the refereed proceedings of the 19th Annual European Symposium on Algorithms, ESA 2011, held in Saarbrücken, Germany, in September 2011 in the context of the combined conference ALGO 2011. The 67 revised full papers presented were carefully reviewed and selected from 255 initial submissions: 55 out of 209 in track design and analysis and 12 out of 46 in track engineering and applications. The papers are organized in topical sections on approximation algorithms, computational geometry, game theory, graph algorithms, stable matchings and auctions, optimization, online algorithms, exponential-time algorithms, parameterized algorithms, scheduling, data structures, graphs and games, distributed computing and networking, strings and sorting, as well as local search and set systems.

Rubik's Cube

How To Solve A Rubik's Cube

How to Solve the Rubik's Cube

The Easy Solution to The Rubik's Cube, A Beginner's Guide to Solving This Puzzle, Quick and Easily! (3x3 Cube) (Rubix) (2nd Edition)

19th Annual European Symposium, Saarbrücken, Germany, September 5-9, 2011, Proceedings

How to Solve the Rubik's Cube Faster for Beginners

The Simple Solutions to Cubic Puzzles

The Rubik's Cube is the world's best-known puzzle, a magical object that has baffled and fascinated the world for more than 40 years. This clearly-illustrated step-by-step guide teaches you a foolproof beginners' method for solving the Cube, plus advanced techniques if you want to learn to solve it in seconds.

Puzzle lovers, rejoice! Bestselling math writer Alex Bellos has a challenge for you: 125 of the world's best brainteasers from the last two millennia. Armed with logic alone, you'll detect counterfeit coins, navigate river crossings, and untangle family trees. Then—with just a dash of high school math—you'll tie a rope around the Earth, match wits with a cryptic wizard, and use four 4s to create every number from 1 to 50. (It can be done!) The ultimate casebook for daring puzzlers, Can You Solve My Problems? also tells the story of the puzzle—from ancient China to Victorian England to modern-day Japan. Grab your pencil and get puzzling!

Explains the history of the Rubik's Cube, shares puzzles from around the world based on the same principles, and offers new puzzles and solutions for cubes ranging from 2x2x2 to 7x7x7.

The author presents a selection of pieces from his Scientific American "Mathematical Games" column, presenting puzzles and concepts that range from arithmetic and geometrical games to the meaning of M.C. Escher's artwork.

92 Puzzles & Solutions

Speedsolving the Rubik's Cube Solution Book for Kids: How to Solve the Rubik's Cube Faster for Beginners

The Simple Solution to Rubik's Cube

Zahlr. Graph. Darst

Boys' Life

World Congress on Neural Networks, July 11-15, 1993, Oregon Convention Center, Portland, Oregon

Rubik's Cube Solution for Kids

Buy the paperback version of SPEEDSOLVING THE RUBIKS CUBE SOLUTION BOOK FOR KIDS and receive the ebook for FREE! You may have already purchased the first edition to the series

A NEW TWIST ON A POPULAR PUZZLE CUBE! Invented by Piet Hein, the Soma cube is one of the most famous

mechanical puzzles in the world. The traditional challenge and outcome is to build a cube or other structures from all seven pieces. **CHANGE THE RULES, CHANGE THE OUTCOME!** The puzzles in this unique Soma-inspired collection are no longer predicated upon using all seven pieces at one time! By varying the number of pieces, there are many new and versatile puzzle challenges, from all types of recreational mathematics fields. For example, you will find symmetry puzzles, cover-up puzzles, and even fraction puzzles. The chapters are divided according to the number of pieces used; from single-piece puzzles to puzzles requiring a complete set. **WHY USE THE SOMA CUBE?** From the moment our creative team changed their rules of engagement for this new collection, the potential puzzle challenges and their solutions became nearly limitless! There is something magical and enchanting in those seven pieces that enabled us to find many puzzles and challenges! **NEW CHALLENGES** Most of the puzzles demonstrated within the book are original. Some are based on classic puzzles, as well as more modern ones, modified and presented by using the set of Soma pieces. **LOW COST AND HIGH INTEREST FOR HOURS OF ENTERTAINMENT WITH INCREASING COMPLEXITY!** This is a unique collection of puzzles — all you need is a set of the Soma cube. The puzzles range from easy to difficult and they appeal to a wide audience — all within the reach of the general public. It presents many geometrical and mathematical principles, and makes them easier to understand. However, no special knowledge in mathematics or geometry is required.

New Scientist magazine was launched in 1956 "for all those men and women who are interested in scientific discovery, and in its industrial, commercial and social consequences". The brand's mission is no different today - for its consumers, New Scientist reports, explores and interprets the results of human endeavour set in the context of society and culture.

This book discusses how to design "good" geometric puzzles: two-dimensional dissection puzzles, polyhedral dissections, and burrs. It outlines major categories of geometric puzzles and provides examples, sometimes going into the history and philosophy of those examples. The author presents challenges and thoughtful questions, as well as practical d

Algorithms -- ESA 2011

The Role of Puzzles in the Origins and Evolution of Mind and Culture

An Anthropology of Puzzles

The Cube

How to Solve the Rubik's Cube Faster for Kids + Speedsolving the Rubik's Cube for Beginners

92 Classic Games, Puzzles & Solutions

Going Slow to Go Fast and Other Unexpected Turns in the World of Competitive Rubik's Cube Solving

Has this cube confused, baffled or frustrated you? Have you ever thought of just changing the stickers to solve the cube? Do you think that these things are just impossible and you'll never do one? (Get the E-book absolutely FREE when you purchase the colored paperback!) Did you know it took the inventor of the cube Ern? Rubik a whole month to solve his own creation? Did you know we're going to do it in a fraction of that time? This book has been tested and readers have completed the cube in under an hour from picking it up! ?? What's in this book ?? - Rubik's Cube terminology - Seven simple steps to complete the cube - Images in color to help you - The history and timeline of the cube - Interesting & fascinating facts about the cube What're you waiting for!? There's no need to take apart the cube or the stickers and put them back on. Scroll up and click 'add to cart' button now so we can begin to solve that cube!

Finally, a clear way to solve the Rubiks cube, without having to restart over and over again. This simple, instruction based formula is the easiest and most memorable way to solve the cube. Solving the Rubik's cube is one of the hardest puzzles to solve. One incorrect move can delete any progress you had previously made. This is why the rubik's cube is one of the most popular puzzles around. And this is why so many people struggle to complete it. In this book, you will run through the easiest and most beginner friendly step by step guide towards solving the cube. Each step is illustrated in color with the exact twist and turns needed to win the puzzle. Benefits of Solving the Cube: Memory improvement, Patience, Increased creativity and problem solving skills, Keeps you mentally active and aware and Increased reflexes If you want to complete the rubik's cube, it will not get any easier than following this guide.

Solve The Rubiks Cube Today!

They call it speedcubing" a mind-bending blur of quick twists and turns that solves Rubik's Cube in times that have been clocked at less than 20 seconds! Today, thanks to the 2003 revival of the Rubik's World Championships, speedcubing is spreading like wildfire. Here, complete with detailed illustrations and basic as well as advanced solving techniques, is the ultimate speedcuber's guide. It not only gives the solution to the familiar 3x3x3 cube (which has 43,252,003,274,489,856,000 that's 43 quintillion possible positions), but also the 2x2x2, 4x4x4, and staggeringly difficult 5x5x5 puzzles. With millions of cubes out there and countless would-be champions looking for tips to improve their times, this is the definitive manual for this unique sport.

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Cube Games

92 Classic Games, Puzzles and Solutions

A Simple 7 Step Beginners Guide to Solving the Rubik's Cube Puzzle with Logic

Gott'cha! Rubik's© Cube

InfoWorld

The Colossal Book of Mathematics

ECAI 2004

Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

??RUBIKS CUBE SOLUTION BOOK FOR KIDS - NOW IN COLOR!!!?? The Rubik's Cube is a fascinating and somewhat magical object. Though it is usually considered a toy, it can be extremely challenging to solve for beginners, whether they are kids or

adults. I have written this book for kids and beginners, and therefore, the content is easy to understand and full of images to make everything clear. The goal of this book is to help kids and beginners learn the six simplest stages that you have to go through to solve a jumbled Rubik's Cube. Every stage of the solution has illustrations that will help you understand exactly how to move from one step to the next and ultimately, solve the Rubik's Cube. Rubik's Cube Solution Book for Kids includes: What exactly a Rubik's Cube is History of the Rubik's Cube Health benefits of solving the Rubik's Cube The 6 different Rubik's Cube face movements The 3 different types of cubies The 6 different stages to solve the Rubik's Cube Detailed and easy to understand explanations Plenty of illustrations and images to help guide you What are you waiting for? Scroll up and click the buy now button to be on your way to solve the Rubik's Cube.

Solve a Rubik's Cube and Impress Your Friends! Inside How to Solve a Rubik's Cube, you'll discover simple, easy-to-understand instructions for wrapping your brain around this fascinating and intriguing puzzle. Even if you're a complete beginner, you can easily solve one of the world's top-ranked and most-beloved puzzles – in the wink of an eye! For over 4 decades, people have tested their minds against the Rubik's cube – invented by Erno Rubik, a Hungarian architect. Many impressive thinkers have worked with the cube, including names like Etter, Sbahi, Hays, and Thai. You can join the Rubik's cube community (called "cubers") and learn how to improve your mental skills, brain activity, and dexterity! With this book, How to Solve a Rubik's Cube, you can access a layer-by-layer solution to this classic puzzle: Solve the Upper Face Organize the Middle Area Complete the Yellow Face and Finish the Puzzle You'll even discover illuminating, full-color pictures for fully grasping Rubik's cube terms and strategies! Finding the solution to a Rubik's Cube isn't a Mystery – It's a fun hobby! With this comprehensive guide book, you'll even learn Rubik's cube terminology for understanding the structure of the cube – and sharing your passion with other cubers. You'll learn the basics of a simple and powerful Rubik's system, including a special code for easily identifying the various movements you can make. With these easy-to-use mental tools, you'll soon be seeing deep into the cube – and its 3D mysteries. By grasping the clockwise and counterclockwise movements of the Rubik's cube, you'll discover how to think in many directions – and from many perspectives. While you learn to navigate this unique 3D environment, you'll also learn to see the world around you in a new way. Just like the architect who created this game, you can develop your mind to see things from every angle!

Ian Scheffler, journalist and aspiring "speedcuber," attempts to break into the international phenomenon of speed-solving the Rubik's Cube—think chess played at the speed of Ping-Pong—while exploring the greater lessons that can be learned through solving it. When Hungarian professor Ernő Rubik invented the Rubik's Cube (or, rather, his Cube) in 1974 out of wooden blocks, rubber bands, and paper clips, he didn't even know if it could be solved, let alone that it would become the world's most popular puzzle. Since its creation, the Cube has become many things to many people: one of the bestselling children's toys of all time, a symbol of intellectual prowess, a frustrating puzzle with 43.2 quintillion possible permutations, and now a worldwide sporting phenomenon that is introducing the classic brainteaser to a new generation. In *Cracking the Cube*, Ian Scheffler reveals that cubing isn't just fun and games. Along with participating in speedcubing competitions—from the World Championship to local tournaments—and interviewing key figures from the Cube's history, he journeys to Budapest to seek a meeting with the legendary and notoriously reclusive Rubik, who is still tinkering away with puzzles in his seventies. Getting sucked into the competitive circuit himself, Scheffler becomes engrossed in solving Rubik's Cube in under twenty seconds, the quasi-mystical barrier known as "sub-20," which is to cubing what four minutes is to the mile: the difference between the best and everyone else. As Scheffler learns from the many gurus who cross his path, from pint-sized kids to engineering professors, it's not just about memorizing algorithms or even solving all six sides—it's about discovering how to solve yourself.

Speedsolving the Rubik's Cube Solution Book For Kids

New Scientist

Complete the Rubik's Cube with Easy and Quick to Follow Step-by-Step Instructions for Beginners

Mental Health Research Institute Staff Publications

Cracking the Cube

Puzzle It Out

18 Three-dimensional Games for the Hands and Mind

*For many years Stewart Coffin has been inventing and building solid geometrical puzzles. His craftsmanship and originality of design have won him a devoted following among puzzle enthusiasts and collectors the world over. In this unique book, Stewart provides an enjoyable and educational guide to the history, geometry, and practical construction of three-dimensional puzzles. The *Puzzling World of Polyhedral Dissections* includes full coverage of the many different types of interlocking assembly puzzles, from burrs, Tangrams, and polyominoes to those using such polyhedra as the rhombic dodecahedron and truncated octahedron. Coffin also describes numerous puzzles designed by himself and other inventors, many never before published. The volume is illustrated with over 200 line drawings and photographs to help enthusiasts build their own versions of these challenging and fascinating interlocking solids. Many unsolved problems are considered that will challenge mathematicians, computer buffs, and puzzle fanatics for years to come. For centuries, logic puzzles have entertained, inspired and educated kids of all ages. Studies show these engaging "brain teasers" provide unsurpassed benefits to the body and mind, increasing manual dexterity, mathematical abilities and overall intellectual agility. *Crafting Wood Logic Puzzles* provides plans and instructions for crafting 18 of the most popular manual puzzles. Projects range from traditional "put together/take apart" games like pentominoes and soma cubes to more sophisticated "unlocking" head-scratchers, such as the Burr and Heart Box puzzles. Readers will also learn specialized cutting, drilling, sanding, gluing and finishing techniques that make crafting wooden puzzles possible.*

Rubik's Cube Buy the paperback version and get the Kindle version for FREE! Are you trying to solve the rubik's cube? Have you tried following tips before without any success? If so, then keep reading... Solving the Rubik's cube is one of the hardest puzzles to solve. One incorrect move can delete any progress you had previously made. This is why the rubik's cube is one of the most popular puzzles around. In this book, you will run through the easiest and most beginner friendly step by step guide towards solving the cube. Each step is illustrated in color with the exact twist and turns needed to win the puzzle. Benefits of Solving the Cube: Memory improvement Patience Increased creativity and problem solving skills Keeps you mentally active and aware Increased reflexes If you want to complete the rubik's cube, it doesn't get much easier than following this guide. Click 'Add To Cart' to get your copy! This is the Golden Age for Artificial Intelligence. The world is becoming increasingly automated and wired together. This also increases the opportunities for AI to help people and commerce. Almost every sub field of AI had now been used in substantial applications. Some of the fields highlighted in this publication are: CBR Technology; Model Based Systems; Data Mining and Natural Language Techniques. Not only does this publication show the activities, capabilities and accomplishments of the sub fields, it also focuses on what is happening across the field as a whole.

Rubik's Cube Solution Book for Kids

You Can Do The Cube

Easy to Follow, Step-by-step Instructions for Many Popular 3-d Puzzles

Crafting Wood Logic Puzzles

The Puzzling World of Polyhedral Dissections

Cubes, Groups and Puzzles

Cubed

The first book by the reclusive inventor of the world's most iconic puzzle THE RUBIK'S CUBE. Erno Rubik inspires us with what he's learned in a lifetime of creating, curiosity, and discovery. Erno Rubik was a child when he first became obsessed with puzzles of all kinds. "Puzzles," he writes, "bring out important qualities in each of us: concentration, curiosity, a sense of play, the eagerness to discover a solution." To Rubik puzzles aren't just games—they're creativity machines. He encourages us to embrace our inner curiosity and find the puzzles that surround us in our everyday lives. "If you are determined, you will solve them," he writes. Rubik's own puzzle, the Cube, went on to be solved by millions worldwide for over forty years, become one of the bestselling toys of all time, and to be featured as a global symbol of intelligence and ingenuity. In *Cubed*, Rubik covers more than just his journey to inventing his eponymous cube. He makes a case for always being an amateur—something he has always considered himself to be. He discusses the inevitability of problems during any act of invention. He reveals what it was like to experience the astonishing worldwide success of an object he made purely for his own play. And he offers what he thinks it means to be a true creator (hint: anyone can do it). Steeped in the wisdom and also the humility of a born inventor, *Cubed* offers a unique look at the imperfect science of creation.

general chair: George G. Lendaris, Portland State University program chairs: Stephen Grossberg, Boston University Bart Kosko, University of Southern California Formed in 1987 in response to the extraordinary international interest in neural network research, INNS includes among its founders many of the most distinguished leaders of the field. The World Congress on Neural Networks was held to bring together academic scientists, students, industrial commercializers and financiers in an open forum for the advancement of the full spectrum of significant neural network research and development, from biology through technology.

Tips for improving cube mastery accompany a variety of new puzzles using Rubik's cube to make color patterns

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 49. Chapters: Speedcubing, N-dimensional sequential move puzzle, Optimal solutions for Rubik's Cube, Rubik's Revenge, Professor's Cube, Square One, V-Cube 6, Rubik's Cube in popular culture, V-Cube 7, Rubik's cube group, Pyramorphix, Megaminx, Nicolas Hammond, Dogic, Ern Rubik, Helicopter Cube, Pyraminx, God's algorithm, Rubik's Games, Rubik, the Amazing Cube, Rubik's Revolution, Void Cube, Pocket Cube, Pyraminx Crystal, RuBot II, Impossiball, Skewb Ultimate, Fridrich Method, Sudoku Cube, David Singmaster, World Cube Association, Monir Amerkhous, Skewb Diamond, 1982 World Rubik's Cube Championship, The Simple Solution to Rubik's Cube, 4D8 Puzzle, 2003 World Rubik's Games Championship, Matyas Kuti. Excerpt: The Rubik's Cube is a 3-D mechanical puzzle invented in 1974 by Hungarian sculptor and professor of architecture Ern Rubik. Originally called the "Magic Cube," the puzzle was licensed by Rubik to be sold by Ideal Toy Corp. in 1980 and won the German Game of the Year special award for Best Puzzle that year. As of January 2009, 350 million cubes have sold worldwide making it the world's top-selling puzzle game. It is widely considered to be the world's best-selling toy. In a classic Rubik's Cube, each of the six faces is covered by nine stickers, among six solid colours (traditionally white, red, blue, orange, green, and yellow). A pivot mechanism enables each face to turn independently, thus mixing up the colours. For the puzzle to be solved, each face must be a solid colour. Similar puzzles have now been produced with various numbers of stickers, not all of them by Rubik. The original 3x3x3 version celebrated its thirtieth anniversary in 2010. In March 1970, Larry Nichols invented a 2x2x2 "Puzzle with Pieces Rotatable in Groups" and filed a Canadian patent application for it. Nichols's cube was held together with...

Speedcubing, N-Dimensional Sequential Move Puzzle, Optimal Solutions for Rubik's Cube, Rubik's Revenge, Professor's Cube, Square One, V-Mechanical Puzzle Cubes

Geometric Puzzle Design

Classic Puzzles, Paradoxes, and Problems : Number Theory, Algebra, Geometry, Probability, Topology, Game Theory, Infinity, and Other Topics of Recreational Mathematics

Rubik's Cube Solution Book Complete Collection

Winning Ways for Your Mathematical Plays

How to Solve a Rubik's Cube

Are you going cube-crazy? This easy to follow guide has everything you need to know about the Rubik's cube. From simple step-by-step instructions showing how to complete it, to how the cube was invented, plus lots of other cube challenges to test your skills - it's time to get cubing!

*Here is an easy to understand update to one of the early solutions to that frustrating puzzle - the Rubik's(r) Cube. The puzzle- with its simple looking, six colored sides is an enigma obscure enough to make a grown man or woman cry. But don't fret, with this guide you too can know the satisfaction and sense of accomplishment in solving it. This solution is: * Concise, but complete and unambiguous * Illustrated with full-color photographs and drawings * Based on only four formulas * Not color dependent (does not require a pre-determined "home" color position)*

Can You Solve My Problems?

Ingenious, Perplexing, and Totally Satisfying Math and Logic Puzzles

Soma Puzzle Book, The: A New Approach To The Classic Pieces

*16th European Conference on Artificial Intelligence, August 22-27, 2004, Valencia, Spain
: Including Prestigious Applicants [sic] of Intelligent Systems (PAIS 2004) : Proceedings*