

SOLUTION *Hints!* BOOKLET



**STAR
WARS**TM

EPISODE I

DARTH MAULTM

RUBIK'S
CUBE[®]
PUZZLE

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The Darth Maul™ Challenge

Rubik's™ Darth Maul™ Puzzle is a new challenge from the inventor of the best selling, original Rubik's Cube®.

Find out how fascinating this puzzle can be. Mix up Darth Maul's head with a few twists and turns. Now try to put him back to his original shape. Try to solve the puzzle logically, but think ahead. Your success will depend on how well you can visualize future sequences.

It's not as simple as you think, with a cosmic number of possibilities, Rubik's Darth Maul Puzzle is truly a galactic challenge.

MEET DARTH MAUL

Rubik's™ Darth Maul Puzzle™ is divided in half in three ways: horizontally, vertically from right to left, and vertically from front to back.



This means that there are six different halves (top/bottom; front/back; and left/right). The head is split into eight different pieces.

Each half can be turned independently. Try it. (Doing this mixes up the puzzle.)



You can now use different sequences to try and restore Darth Maul to his correct form. Take the challenge and try it on your own. If you're stumped, read the rest of this booklet for helpful hints.

TWISTING HINTS

When attempting to solve the puzzle, you will find that you can turn the different halves of the puzzle.

There are two kinds of turn: a quarter-twist and a half-twist. A quarter twist rotates one half of the puzzle 90° clockwise or counter-clockwise. A half-twist rotates one half of the puzzle 180° .

Whenever you twist a piece out of position, perform the opposite move if you want to twist it back into position.



Starting Position

Quarter-Twist

Half-Twist

TWISTING HINTS

Think of the orientation.

For example, moving a piece with a half-twist will put it diagonally opposite and upside down.

If the same piece were instead moved by two quarter-twists of two different halves, it would end in the same position but in a different orientation.



One
Half-Twist



Starting Position

First Quarter-Twist

Second Quarter-Twist

TWISTING HINTS

Try to solve the puzzle logically. Try completing the top half of Darth Maul's head first. This is the easiest way to solve the puzzle.



With the correct sequence of twists, you can then complete the bottom half without disturbing the top.

Play with the puzzle and experiment with different sequences of twists. Find out what they do.

Try to find sequences that move some of the pieces of the top half to one side and then put them back in place. You will often find that the pieces on the bottom half have either moved about or been reoriented.

If you still cannot solve the puzzle, there are some example sequences on the following pages to help you.

SEQUENCES

The next page offers specific sequences of twists to reposition or reorient pieces.

For each sequence, the halves of the puzzle are labeled as shown. The Front Half is simply the Half that is facing you when you start the sequence.



Hold Rubik's Darth Maul puzzle so the Half you want to affect is the bottom Half. (The pieces in the Top Half will return to their original positions at the end of the sequence.)

Select a sequence and do the twists in order. The arrow symbols used to guide the moves indicate the turning directions. For each indicated Half (Front, Right, Back, etc.) do a 90° twist in the direction of the arrow.



Hint: When working the Front or Back Halves, it may help to think of a right arrow as clockwise; a left arrow as counter-clockwise.

SEQUENCES

The diagrams below show the **Bottom Half**. (That is, the view you would have if you tilt the whole puzzle away from you.)

Diagonal Swapper*

Swaps two diagonally opposite pieces. The other two pieces on the Bottom Half remain in their original places.

Front ◁; Left ▷; Bottom ◁; Left ▷;
Bottom ◁; Front ▷; Bottom ◁.



Shunter*

Moves a triangle of pieces counter-clockwise. The fourth piece remains in its original place.

Back ◁; Left ▷; Bottom ◁; Left ▷;
Back ◁; Left ▷; Bottom ◁; Left ▷.



Shifter

Flips three pieces to reorient them while keeping them in their original location. The fourth piece remains unaffected.

Back ◁; Bottom ▷; Back ◁; Bottom ▷; Back ◁;
Bottom ▷; Bottom ▷; Back ◁; Bottom ▷; Bottom ▷.



* Note that these sequences are for relocating the specified pieces, not for orienting them. The orientation of the pieces may be affected by the sequences.

SOLVING RUBIK'S™ DARTH MAUL™

Once you start twisting, it's easy to mix up Darth Maul™. Don't worry, Darth Maul™ can always be put right from any state. The following steps will help you solve the puzzle.

1. Select either of the front top pieces of Darth Maul's face as your starting point. Although you could select any piece, this will keep the head the right way up so that it's easier to see what you are doing.



2. Turn the puzzle so that the piece is in its correct position, either top right or top left.



3. Find the other piece of the top half of Darth Maul's face and twist it into place.

SOLVING RUBIK'S™ DARTH MAUL™

4. Finish the top half of Darth Maul's head by twisting the other two pieces, in turn, into place. To do that, move completed pieces out of the way, twist the required piece into position, and then restore the other pieces.



5. Check the bottom half. Use the Diagonal Swapper and/or the Shunter sequences, as required, to get the pieces into their right locations. Then use the Shifter one or more times to flip them around to the right orientation. You need not keep the front of Darth Maul's face as the Front Half as far as the sequences are concerned. Turn the puzzle to the side, or even right round, so that the pieces you want to move match those in the diagrams for the sequences.



6. Don't get discouraged. There's always a way to triumph over Rubik's Darth Maul Puzzle.

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