

Pocket  
Puzzles

SOLUTION *Hints!* BOOKLET



  
**RUBIK'S**  
RINGS

THE CHALLENGE OF THE INTERLOCKING RINGS!



# RUBIK'S RINGS

THE CHALLENGE OF THE INTERLOCKING RINGS!

## SOLUTION HINTS BOOKLET

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## RUBIK'S RINGS – A ROUND-ABOUT-PUZZLE!

Rubik's Rings is a challenging pocket puzzle from the inventor of the best-selling, original Rubik's Cube®.

Two Rings...Three Colors...Millions of Possibilities. In order to solve Rubik's Rings, you must unlock the mystery of the interlocking rings. Turn the rings to mix up the colored marbles. The real challenge is to put the marbles back in order – yellow in the middle section and red and blue on either side. Suddenly, it's not so easy!

While you're positioning the marbles at the top of the puzzle, the marbles at the bottom are also changing position. Or vice versa.

You have to watch what's happening at both intersections at the same time!

While the moves are simple, the solution is not. Rubik's Rings is a challenging puzzle that will test both your mind and patience!

## MEET THE RINGS

Rubik's Rings has two interlocking rings. There are 18 marbles in each, but two of the marbles are common to each Ring, so there are 34 marbles in all: 11 Blue; 11 Red; and 12 Yellow. The finished puzzle will always have yellow in the middle section. Red and blue can be on either side.



Each Ring can be turned clockwise or counter-clockwise. Turn one and then the other. Mix it up a bit. If you've only made a few moves, it's fairly easy to reverse them to put the marbles back in position.

Now go to town and really mix them up. Then try to put them back.

There are sequences that will help you. Take the challenge and try to solve the rings on your own. If you're stumped, read the rest of this booklet for helpful hints.

## HINTS ON RING WORK

You can turn either Ring clockwise or counter-clockwise. It is the combination of them both that counts.

Solve the puzzle in a logical fashion. The middle section of the puzzle, where the Rings intersect, is the hardest part to solve, so leave that until last. Start by moving the red marbles into the outside of one Ring and the blue marbles into the other.

After a bit of practice, you should not find it too difficult to get most of the red and blue marbles into position. This will leave yellow marbles and one or two red and blue ones in the middle section. The real challenge is sorting this out.

Since there are two intersections, what you do at one is mimicked at the other. For example, if you turn the left Ring one space clockwise; the right Ring one space counter-clockwise; the left Ring one space counter-clockwise; and finally the right Ring one space clockwise, the marbles will move as shown here. (The uncolored marbles in the drawing remain unchanged)



## HINTS ON RING WORK

Remember, there are only three colors. If the colors at one intersection are different while the colors at the other are the same, you can change the order of things.



For example, in the diagram here, the moves in the previous example switch the marbles as before. However, since the marbles at the bottom intersection are the same color, they appear to be unchanged.

this is the key.

Try a few simple sequences of your own and note how the marbles change position. Arrange the marbles so that the ones you want to change are in position when the others that will be swapped are of the same color.

With a little thought, you should now be able to solve Rubik's Rings. If you are having problems, there's a helpful sequence in the next section.

## SEQUENCES

There are several sequences that you might discover yourself. The next page gives one special sequence for shifting the marbles in the Rings.

In the sequence, the moves refer to the top intersection as shown here.

Turn the Rings in the order and direction indicated by the sequence.

The arrow symbol used in the sequence indicates both the turning direction and the Ring to be turned as follows:

- ↻ Right Ring one space Clockwise;
- ↻ Right Ring one space Counter-clockwise;
- ↻ Left Ring one space Clockwise;
- ↻ Left Ring one space Counter-clockwise.

A number following the arrow indicates the number of spaces to be turned. Thus, ↻ 2 means turn the Right Ring 2 spaces clockwise.



## SEQUENCES

In the diagram, the blank marbles remain unchanged.



**DOUBLE-SWITCHEROO**  
This causes each of four pairs to switch.

Double-Switcheroo: ↻ 2; ↻ ↻; ↻ ↻; ↻ ↻; ↻ 2; ↻ ↻

**NOTE:** Different pairs can be switched by turning the puzzle upside down before doing the sequence. The right Ring then becomes the left Ring in the Diagram, and vice versa.

If you are still unable to solve the puzzle, a step-by-step solution can be found on the following pages.

**HINT:** Remember that if the marbles in a pair are the same color, they will appear to remain unchanged. If only one of the four pairs is of two different colors, then only that pair will appear to have been switched.

## SOLVING RUBIK'S RINGS

Once you start turning the Rings, the puzzle can appear a total mess. Don't worry, it can always be solved. Just follow these steps:

1. Move the red marbles into one Ring, say the left, and the blue marble into the other. Form a continuous string of one color in each ring. Try to keep the number of red and blue marbles positioned roughly equal.
2. After you have positioned about 9 or 10 each of the blue and red marbles, you will be in a position something like Diagram 1.



DIAGRAM 1

3. Check whether any of the remaining red or blue marbles in the middle section can be moved into place easily. For example, in Diagram 1, the top blue marble can be put in the blue side by (Diagram 2):

↻ 2; ↻ ↻; ↻ ↻; ↻ ↻

## SOLVING RUBIK'S RINGS



DIAGRAM 2

4. When no more can be placed easily, use the Double-Switcheroo to move the last red and blue marbles into place one by one. Do each in turn starting with the one nearest an intersection.

To do this you must move the marble so it is part of a pair that the Double-Switcheroo will switch in the direction you wish to move it. At the same time, the other pairs that will be moved must each be of a matching color. You may sometimes have to turn the puzzle upside down to do this. This is detailed in the next paragraph.

## SOLVING RUBIK'S RINGS



DIAGRAM 3

5. If the marble you wish to move is in one of the 3 positions marked in Diagram 3, then rotate the right Ring clockwise until the marble is in the starred position. Then turn the left Ring one space counter-clockwise.

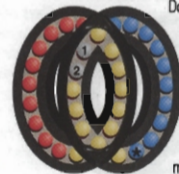


DIAGRAM 4

Do the Double-Switcheroo. Lastly, turn the left Ring back one space clockwise and then the right Ring counter-clockwise the amount it was moved to begin with. The ball will have been moved down one position, say from 3 to 2.

## SOLVING RUBIK'S RINGS

**Note the positions of the yellow marbles not in the middle section:** at the top in Diagram 3; and at the bottom in Diagram 4.

If the marble you want to move is in one of the two positions in Figure 4, then turn the right Ring counter-clockwise until the marble is in the starred position. Then turn the left Ring counter-clockwise until the first of the string of red/blue marbles in that Ring is in the lower intersection. Now do the double-Switcheroo. Lastly, turn the left Ring back clockwise the amount it had been moved, and then the right Ring clockwise the amount it had been originally moved. The marble will now have been moved up one position.

If the marble you wish to move is in the middle section of the left Ring, turn the puzzle upside down. It will now match a position in Diagram 3 or 4.

Repeat the procedure from the new position until the marble has reached the intersection. It can then be put in place by simply turning the appropriate Ring one space.

## SOLVING RUBIK'S RINGS

6. Do this for each remaining red and blue marble to complete the puzzle.



## MORE FUN WITH RUBIK'S RINGS

Even when you have solved the puzzle, there is more that you can do.

### SLOW TRAINS

Starting with the puzzle in the solved position, keep repeating this sequence and watch what happens.

Slow Train North: ↗2; ↘; ↙; ↘; ↗; ↘; ↗2.

Or if you'd like to go the other way, try:

Slow Train South: ↗2; ↘; ↙; ↘; ↗; ↘; ↗2.


### PATTERNS

Once you have mastered the original challenge, you can have fun creating new patterns. For example:



## MORE PATTERNS





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**OddzOn**



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