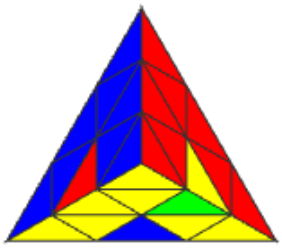
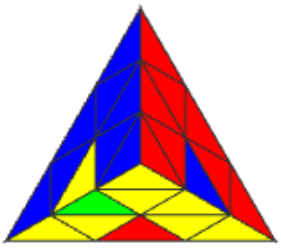
cubingpro.com
Pyraminx corner first algorithms
L3E (Last 3 Edges)

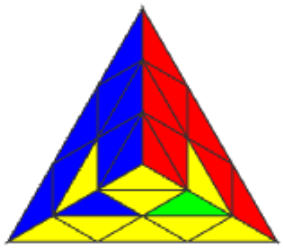
For simplicity, we assume the corner block is already aligned with the bottom layer, and no B or B' is needed. We also assume tips are solved for better visualization.
During an actual solve, the tips and alignment of corner and the bottom layer could be done before L3E or after.



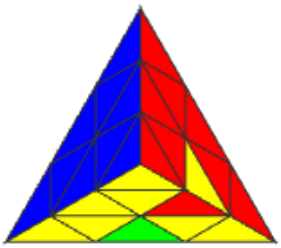
R'LRL' (do in all three directions without rotating)



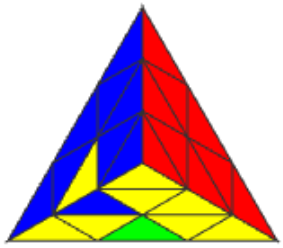
LR'L'R (do in all three directions without rotating)



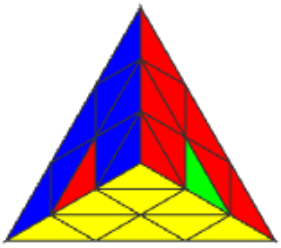
R'LRL'UL'U'L



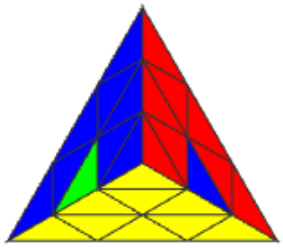
LR'L'RL'ULU'



R'LRL'RU'R'U

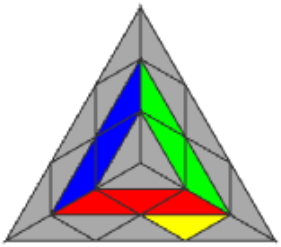


LR'L'RRU'R'U

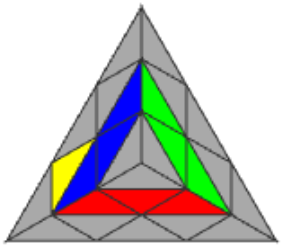


R'LRL'L'ULU'

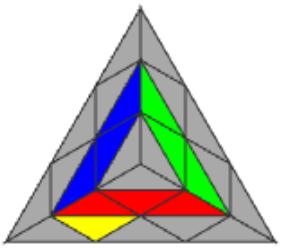
WO



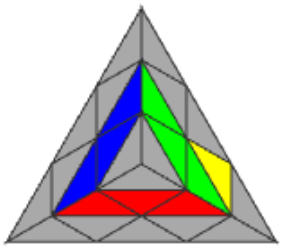
R'L'R'LR



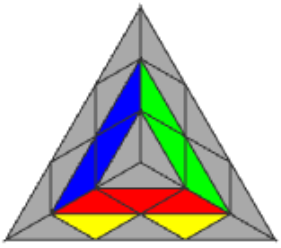
LRL'R'L'



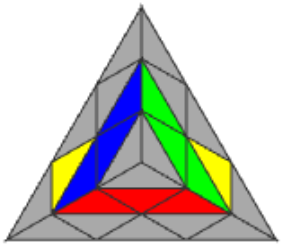
LRLR'L'



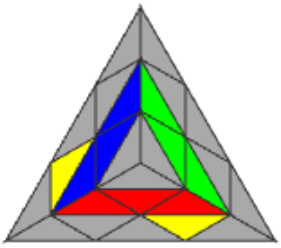
R'L'RLR



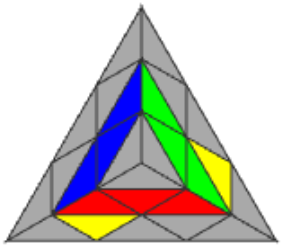
RLR(LR'L'R)



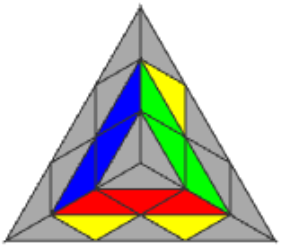
(R'LRL')R'L2R'



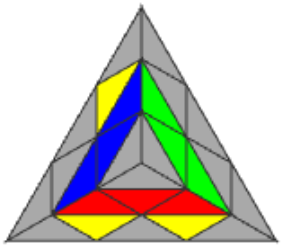
R'LR'L'RL'



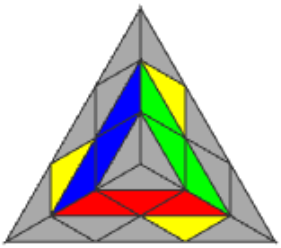
LR'LRL'R



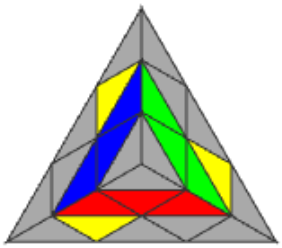
R'DwRDwR'



LDw'L'Dw'L

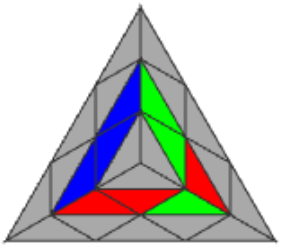


LR'L2'DwLUL

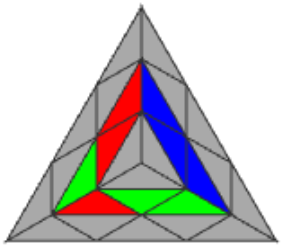


R'LR2Dw'R'U'R'

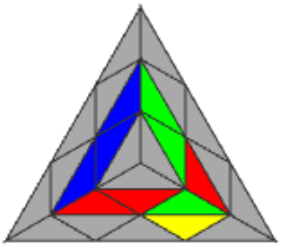
One Flip



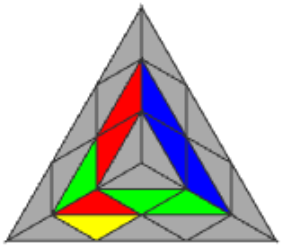
(LR'L'R)L'UL



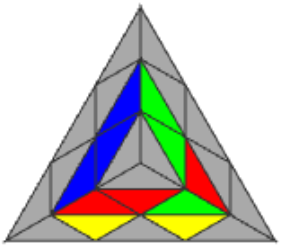
(R'LRL')RU'R'



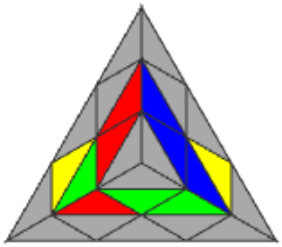
R'U(RLR'L')



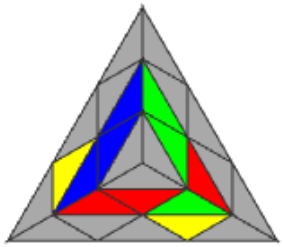
LU'(L'R'LR)



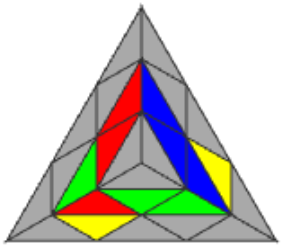
R'DwR(L'R'LR)



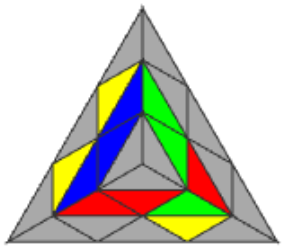
LRL(R'U'R) or L'U'L'RL



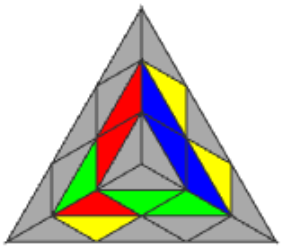
R'UL'



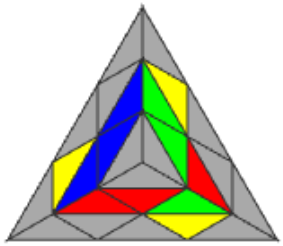
LU'R



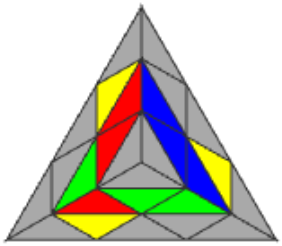
R'U'BU'L'



LUB'UR

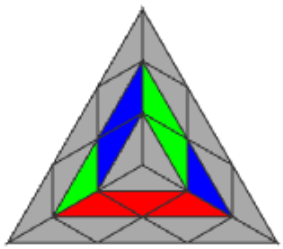


R'U'B'U'L'

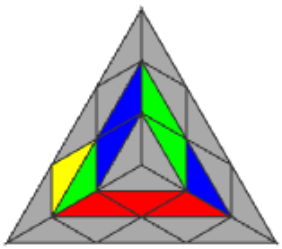


LUBUR

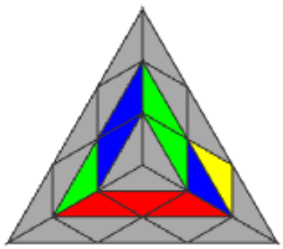
Nutella



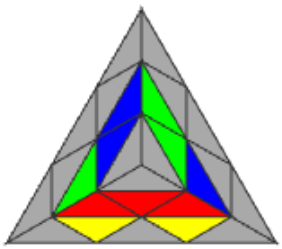
(R'LRL')(RLR'L')



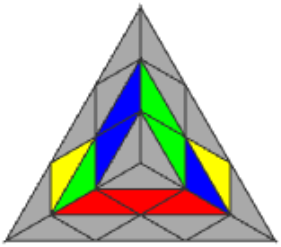
R'LRL



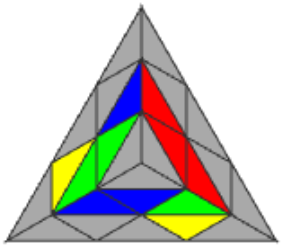
L'R'L'R'



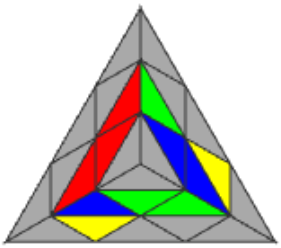
L'R'LR'LR



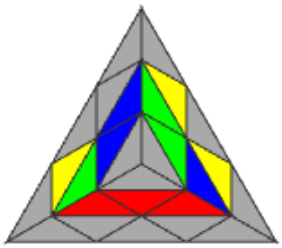
LRL'RL'R'



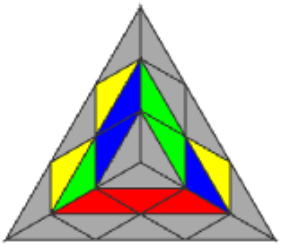
R'U'y'LR'L'



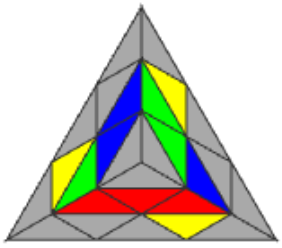
LUyR'LR



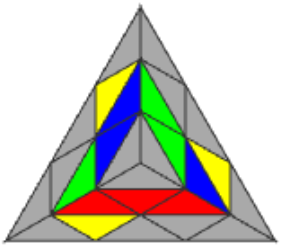
R'L'R'Dw'R'



LRLDwL



L'Dw'R'L'

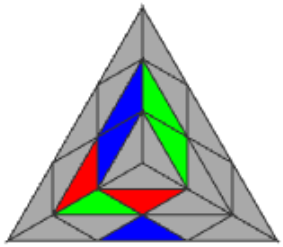


RDwLR

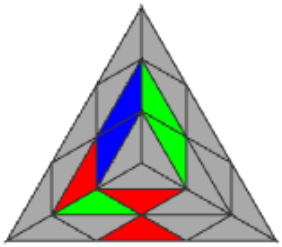
Oka

For Oka's method, first solve the corners using the empty slot, in the style of e.g. RDw'R'Dw'R

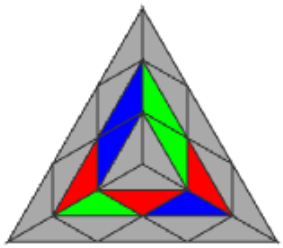
The following algorithms assume centers are already solved.



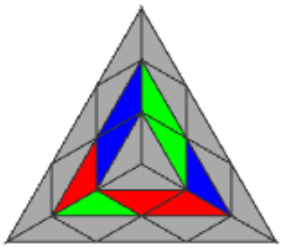
L'UL



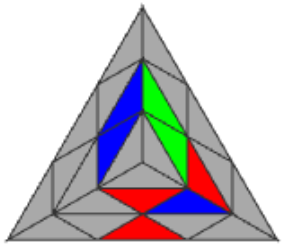
U'RUR'



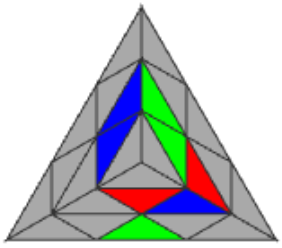
(RU'R'U)(L'R'LR)



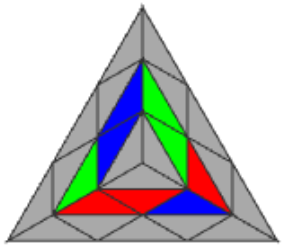
R'L'RUL



DwR'U'R

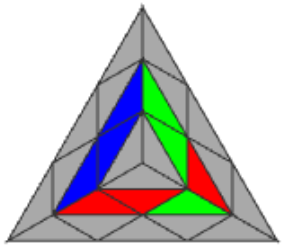


RU'R'

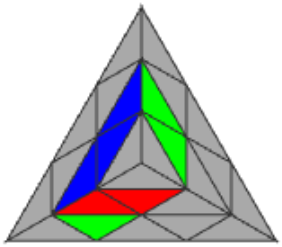


LRL'U'R'

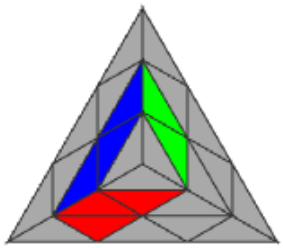
Keyhold



(LR'L'R)L'UL



L'R'LR



U(RLR'L')