

Oplossing Turbo

1

pic a

The player should first solve any 4 cars in any two adjacent quarters.

This is not difficult and does not require any specific algorithms so we will skip this stage.

The player should orient the puzzle, so the 4 solved cars (and correspondingly 4 solved sectors) are located on the **Left**. **pic a**

pic b

Once oriented, the player should hold the puzzle in one fixed position during the solving. **pic b**

2

pic a

pic b

The notation used

U - hold the down half and turn the **Up** half by 180 degrees (A and B) **pic b**

D - hold the up half and turn the **Down** half by 180 degrees (D and C)

R - hold the left half and turn the **Right** half by 180 degrees (B and C)

L - hold the right half and turn the **Left** half by 180 degrees (A and D)

C_s -- Shift all cars in the arrow direction (clockwise or counterclockwise) **1, 3** - is the quantity of the moving cars

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