

## How to tighten the screws

1. It is always recommended to tighten the screws deep enough. The tighter the screws are, the more stable a puzzle will be (and probably more stiff while making turns).

2. Always leave a little bit of radial space along the screw so that the center cap can be lifted by around 1~2mm for single layered models.

\*\*For those in-between models, like #65, #85, #88, #89, it is recommended to tighten further.

\*\*For neat multiple layered models like #61, #75, #87, tighten the screws to their full depth.

3. Rules of thumb. Tension adjustment is in general dependent on personal judgement. Different tension could result in very different feel. Start with simple models and accumulate your own sense. Use different springs, screws, nuts if you think the default set can't provide your favorite handle.

4. Previous description of sticking screws out of nuts by 1-3mm is misleading in some cases and is not anymore recommended. Reason: the height of caps varies in different models.

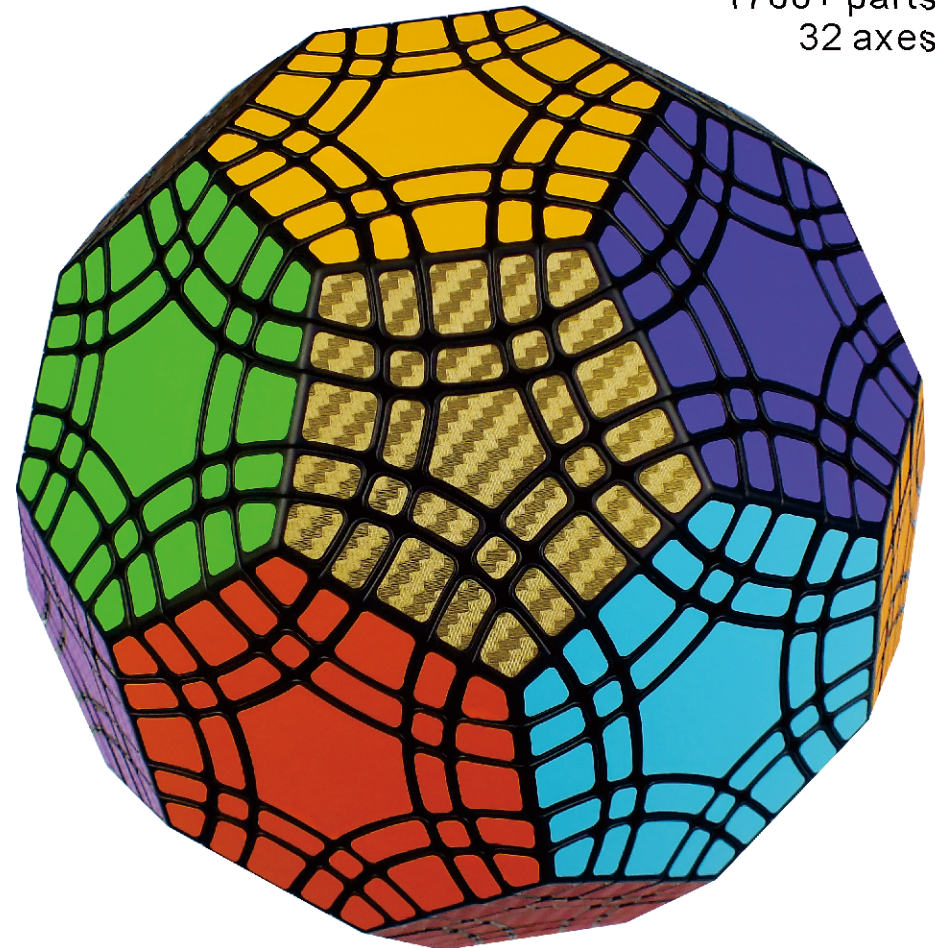
VeryPuzzle  
2021/08/06

# VeryPuzzle

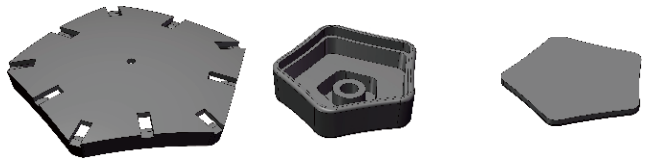


**Rayminx**  
**Gigatuttminx**  
**D1I3-M5-L2**  
**#61**

1700+ parts  
32 axes



1



12x

12x

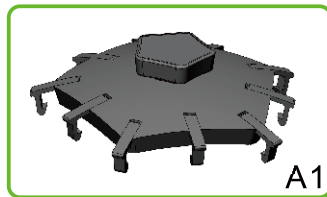
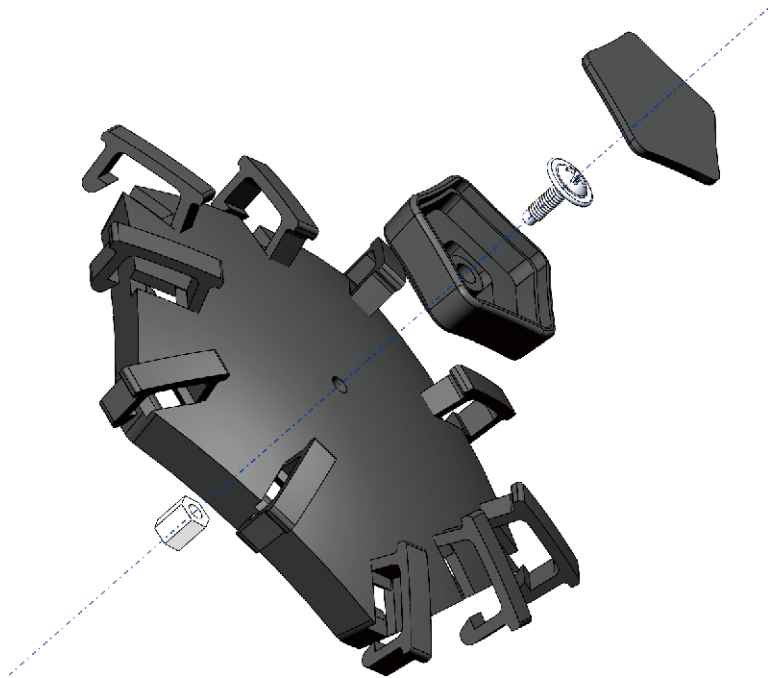
12x



120x

12x

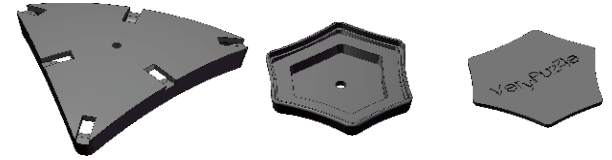
12x



A1

12x

2



20x

20x

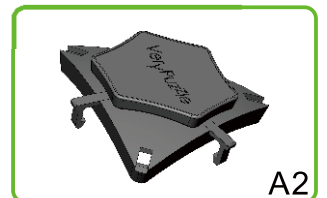
20x



60x

20x

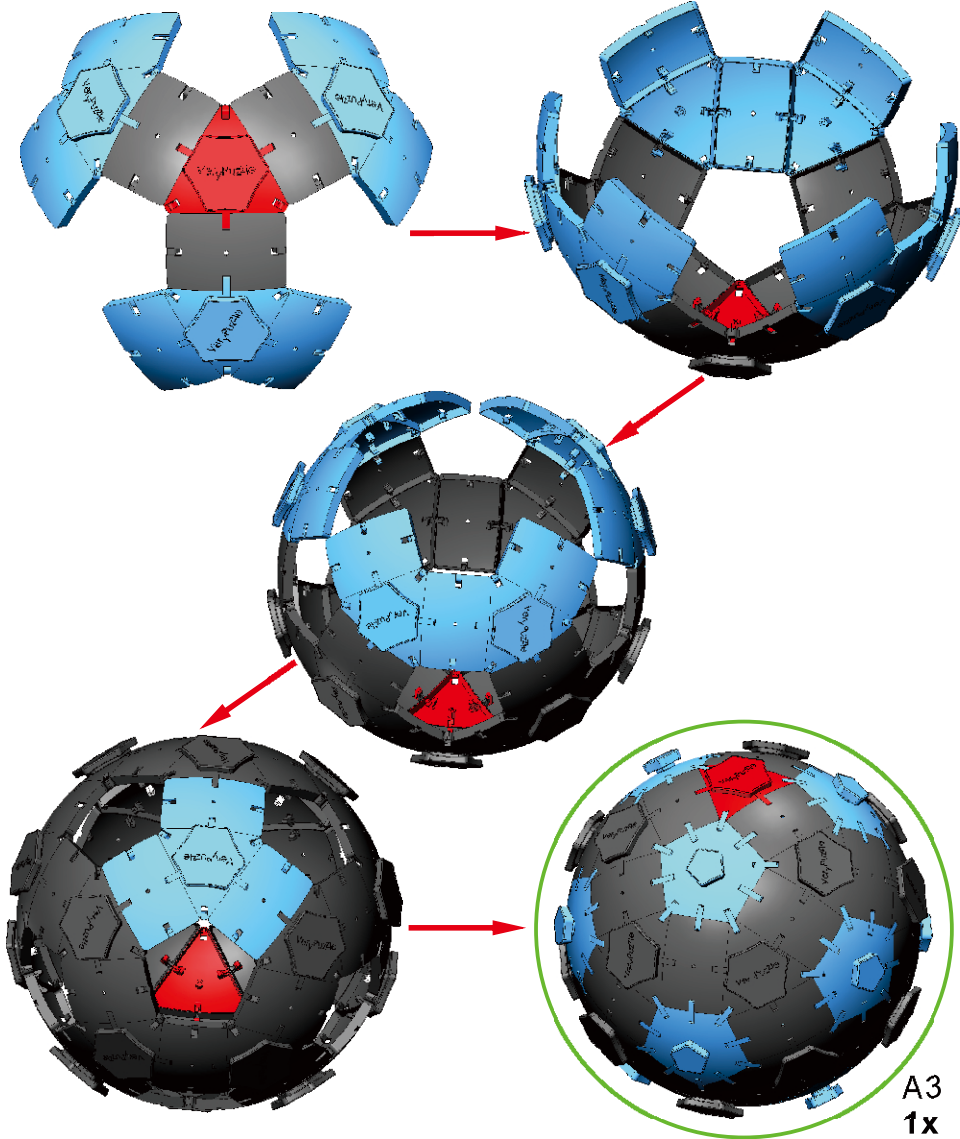
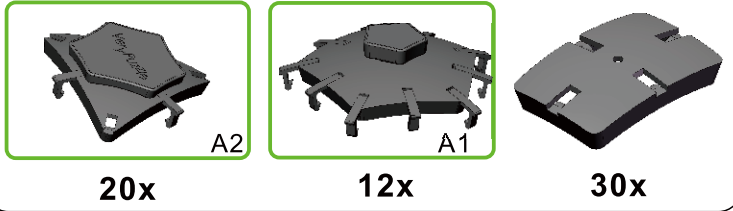
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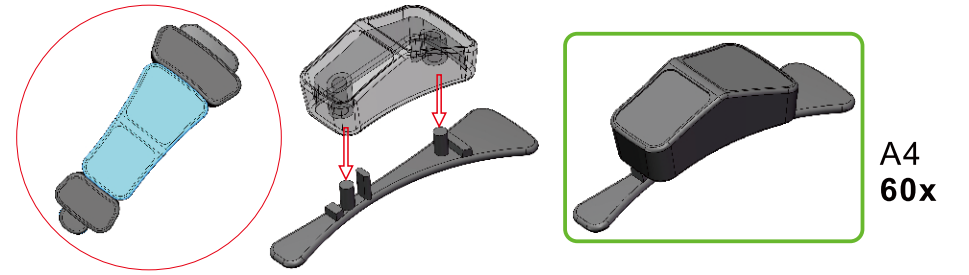
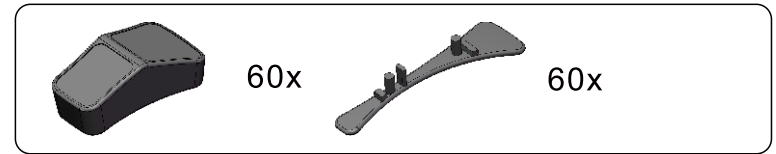
A2

20x

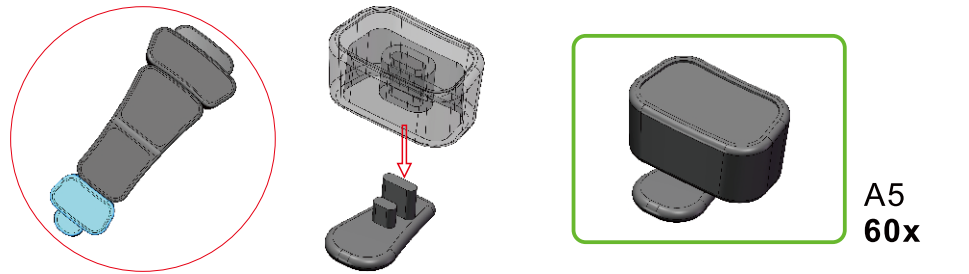
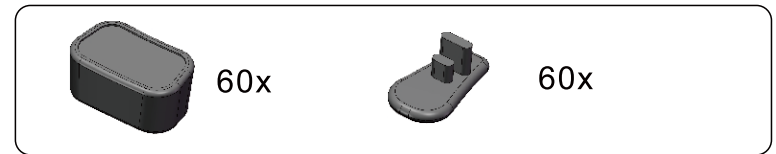
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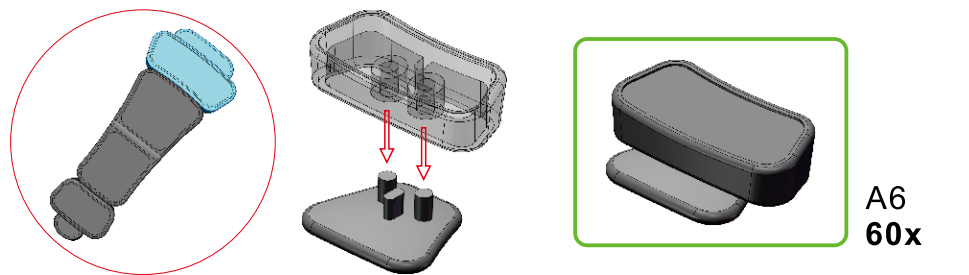
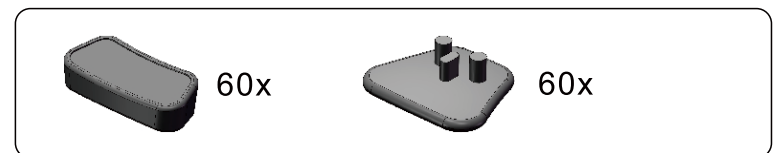
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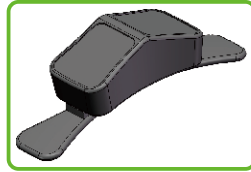
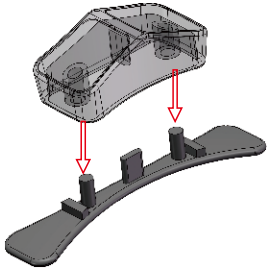
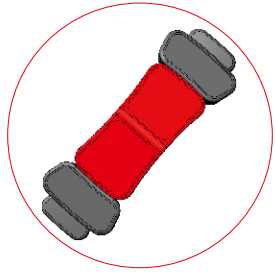
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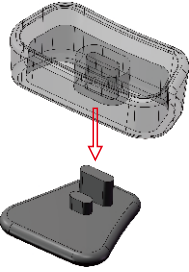
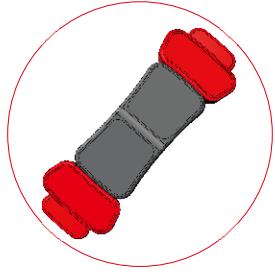


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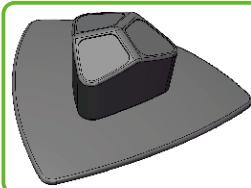
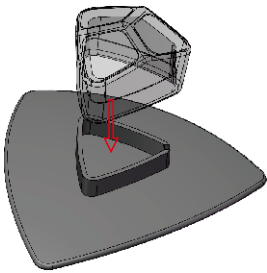
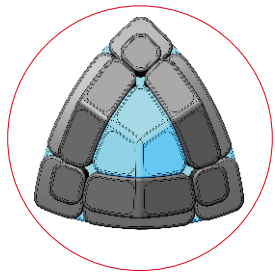
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8



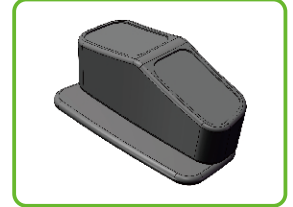
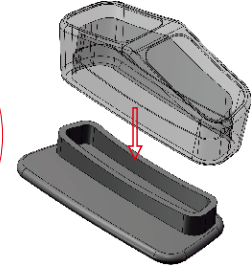
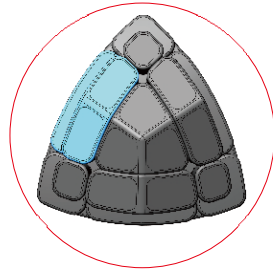
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9



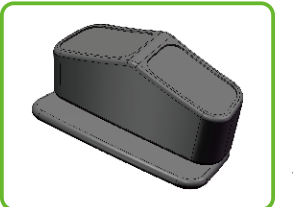
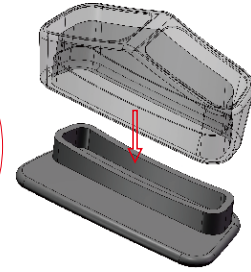
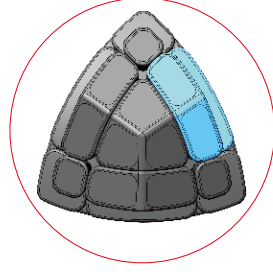
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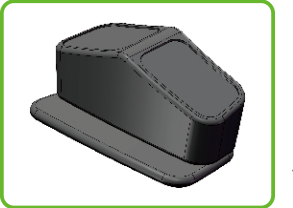
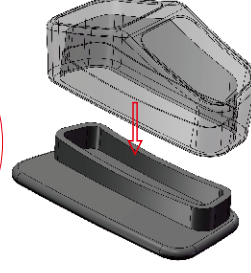
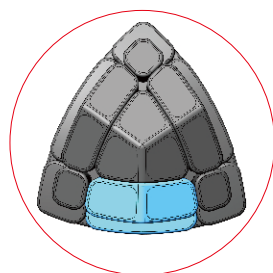
A10  
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11



A11  
60x

12

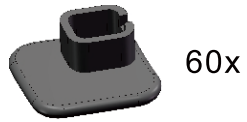


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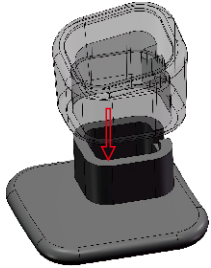
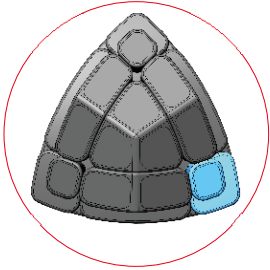
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60x



60x

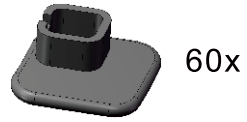


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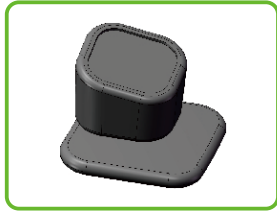
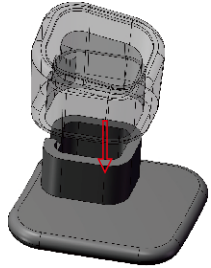
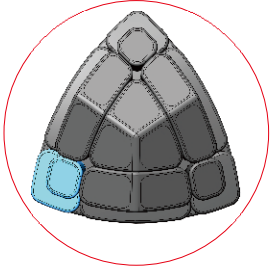
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60x



60x

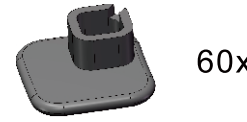


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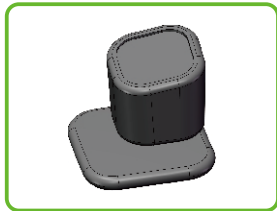
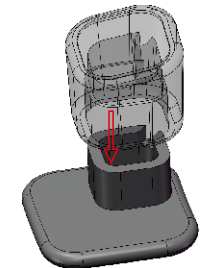
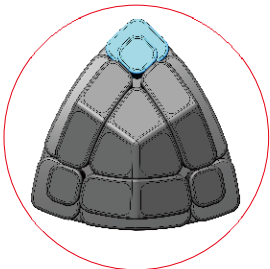
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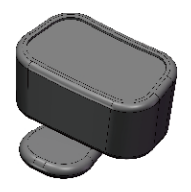
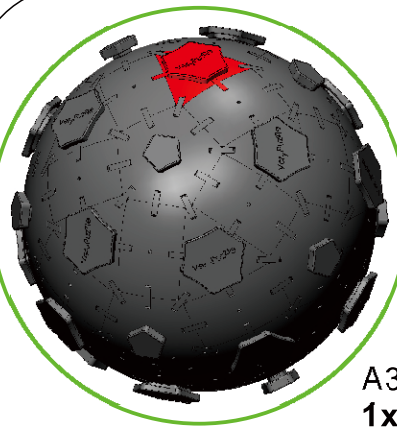


60x



A15  
60x

16



A8  
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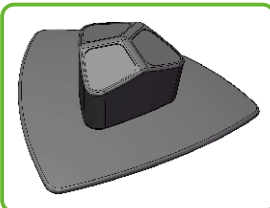


A9  
60x



A13 60x

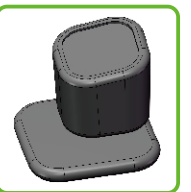
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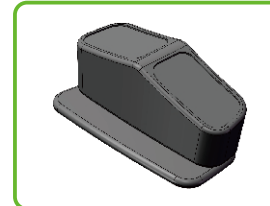
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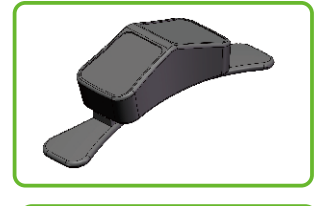
A7  
30x



A15  
60x



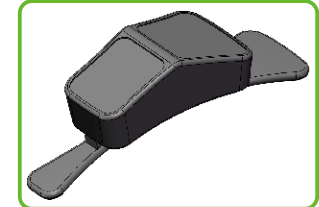
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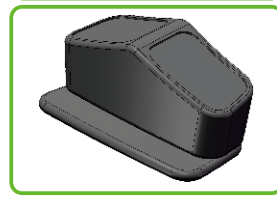
A6  
30x



A11  
60x



A5  
60x

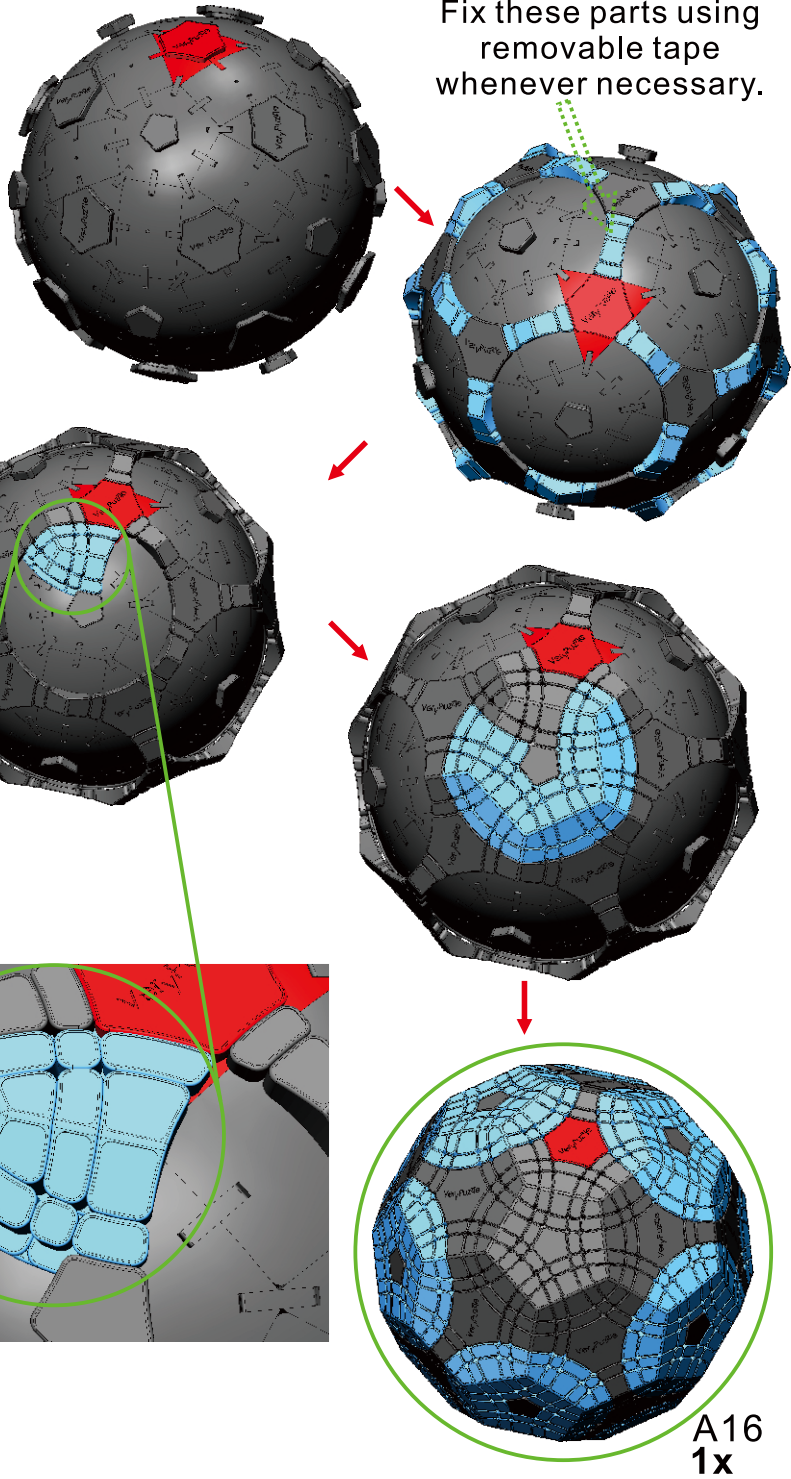


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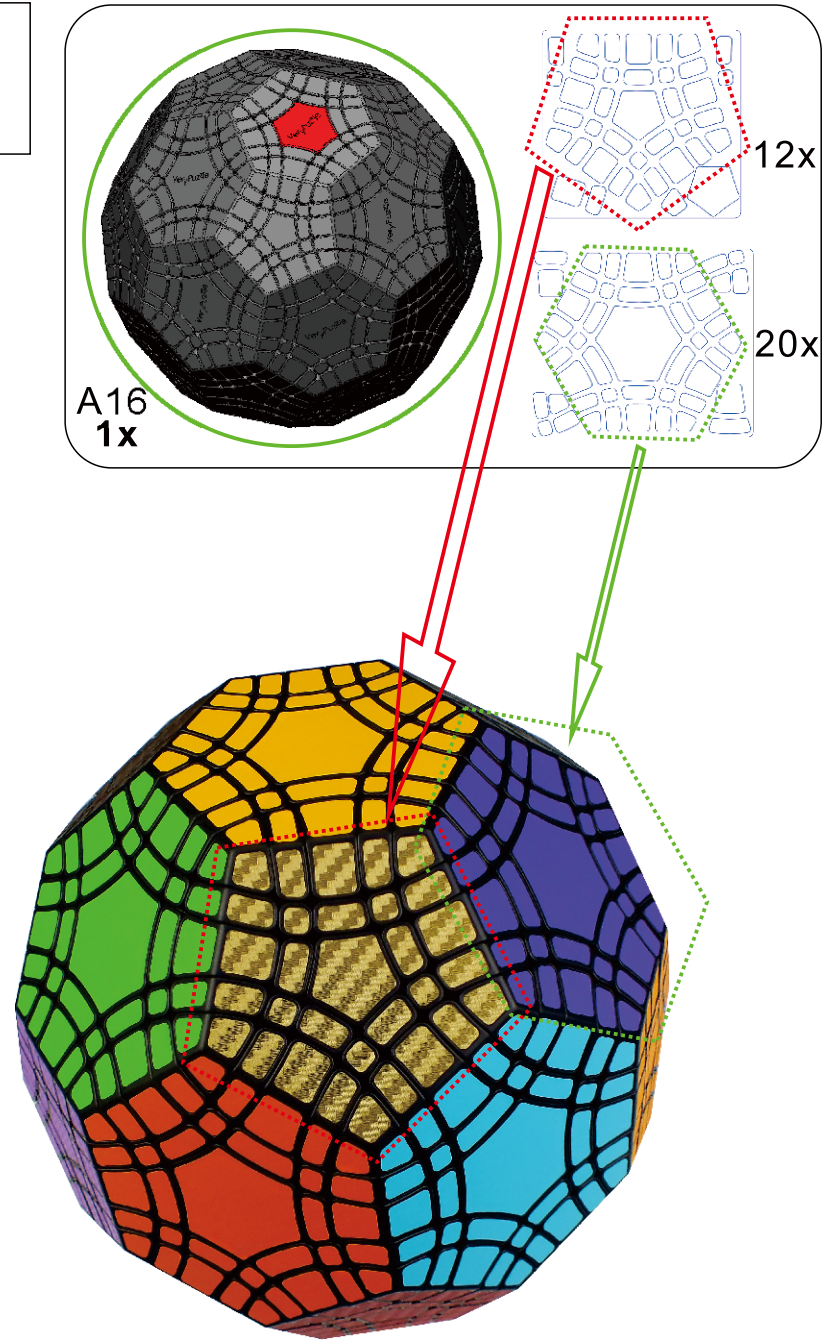


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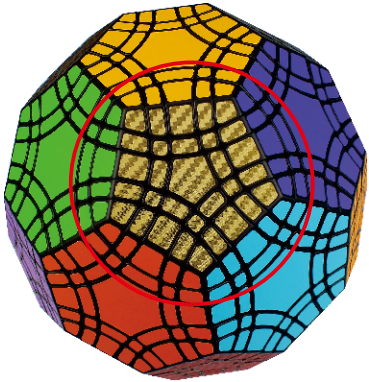


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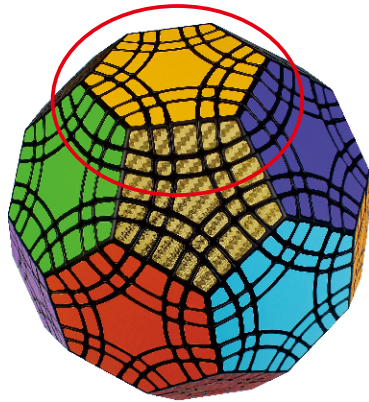


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## Rotation Rules

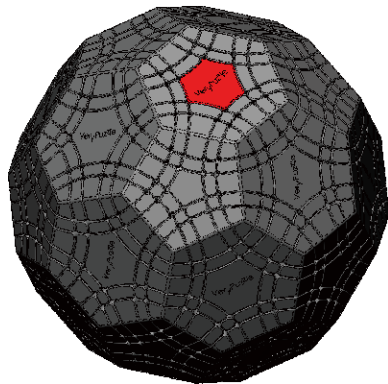
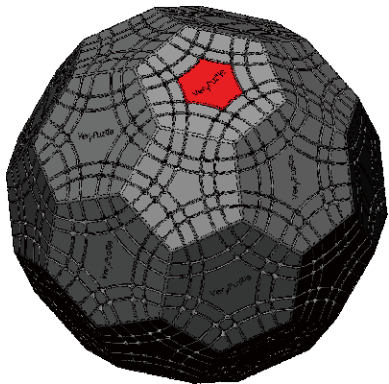


5-fold symmetry  
Turns  $72 \cdot n$  degrees

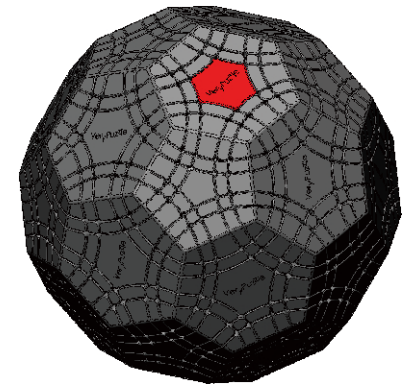
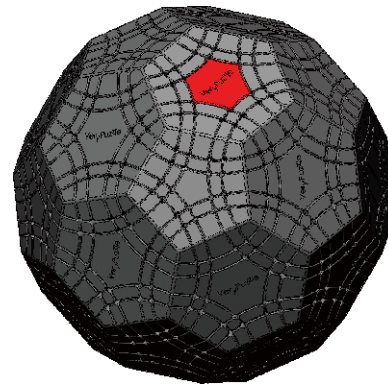
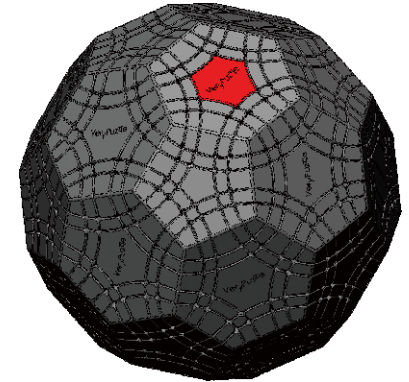
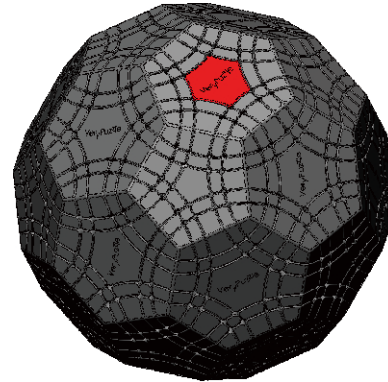


3-fold symmetry  
Turns  $120 \cdot n$  degrees

## Notations and Algorithms

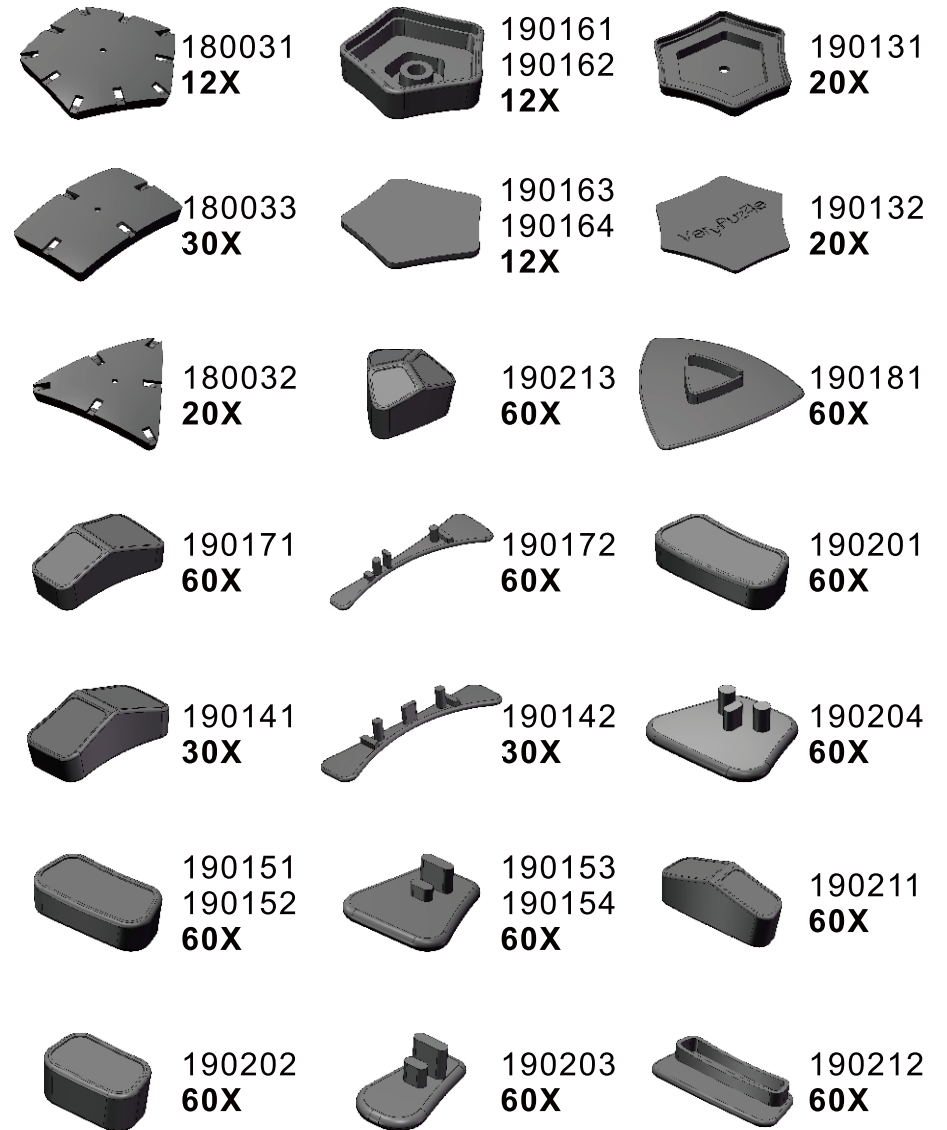


## Notations and Algorithms



# Product Information Card

<b>Product Name</b>	Rayminx / Gigatuttminx
<b>Model NO.</b>	#61
<b>Design</b>	Ray Bruner (Canada)
<b>Manufacturer</b>	VeryPuzzle Co., Ltd(HK)
<b>Year of release</b>	2019
<b>Maximum diameter</b>	210 mm
<b>Visible moving parts</b>	722 pcs
<b>Assembly challenge</b>	★★★★★☆☆☆☆
<b>Solving challenge</b>	★★★★★☆☆☆☆
<b>Stickers strategy</b>	Inverse Voronoi
<b>Sticker material</b>	Textured, uniform matt
<b>Color scheme</b>	32 colors
<b>Sticker protection</b>	Yes
<b>Number of stickers</b>	1112 pcs
<b>Axis &amp; Symmetry</b>	D(C5)+I(C3)
<b>In-core spring</b>	Yes
<b>Adjustable tension</b>	No
<b>Technical Name</b>	D1I3-M5-L2
<b>Topological Print</b>	D{24,28.5}I{28,32}
<b>Core specification</b>	DIRT180



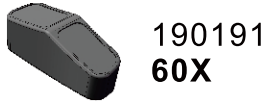




190207  
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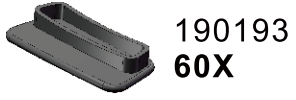
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190191  
60X



190205  
60X



190193  
60X



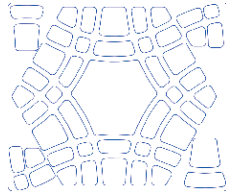
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190206  
60X



20x



190215  
60X



190208  
60X



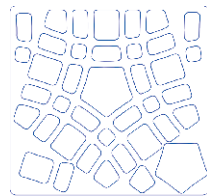
180X 32X 32X



200011  
1X



190621  
1X



12x

## Customer Service

1. [support@verypuzzle.com](mailto:support@verypuzzle.com)



2. **VeryPuzzle**