

# Points of Rotation

You still have to work out the angle of rotation and the moves

- 10.1: N/A
- 10.2: (1.5, 2.5, 0)
- 10.3: (0, 3.5, 3.5))
- 10.4: (4.5, 0, 2.5)
- 10.5: (3, 3, 0)
- 10.6: (0, 4.5, 2.5)
- 10.7: (2.5, 3.5, 0) and (0, 3.5, 2.5)
- 10.9: blue (2, 2, 0); red (0, -5, 0)

*NB: you move the piece BY the point, not TO the co-ordinate*

# 10.9 Key

- 10.1: N/A
- 10.2: (1.5, 2.5, 0)
- 10.3: (0, 3.5, 3.5))
- 10.4: (4.5, 0, 2.5)
- 10.5: (3, 3, 0)
- 10.6: (0, 4.5, 2.5)
- 10.7: (2.5, 3.5, 0) and (0, 3.5, 2.5)
- 10.9: blue (2, 2, 0); red (0, -5, 0)
- 10.9 ROTATE(y, -90, Y)
- MOVE(y, 3, 3, 0)
- MOVE(g, 1, 5, 0)
- ROTATE(b, 180, X)
- ROTATE(b, 90, Z, POINT(2, 2, 0))
- MOVE(b, 1, 0, 1)
- ROTATE(r, 90, X, POINT(0, -5, 0))
- MOVE(r, 3, 6, 1)
- ROTATE(o, -90, Z)
- MOVE(o, 4, 0, 1)
- ROTATE(c, -90, Z)
- ROTATE(c, -90, Y)
- MOVE(c, 1, 1, 4)
- ROTATE(p, -90, Z)
- MOVE(p, 2, 0, 2)

*NB: you move the piece BY the point, not TO the co-ordinate*