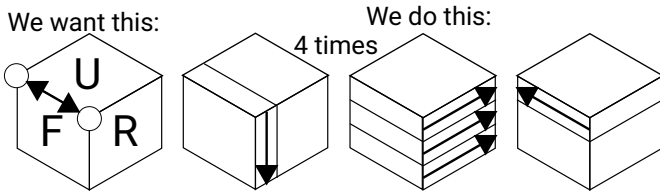
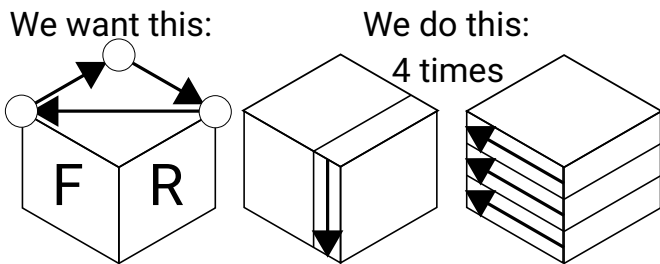


Rubik cube solving

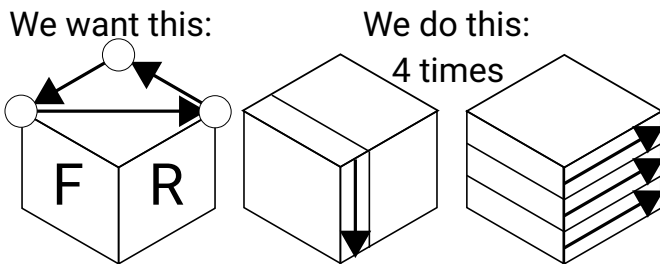
1 Adjacent vertex exchange



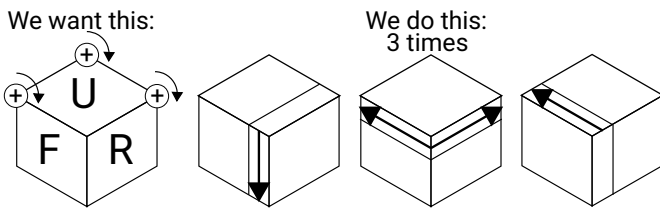
2 Triple vertex exchange forward



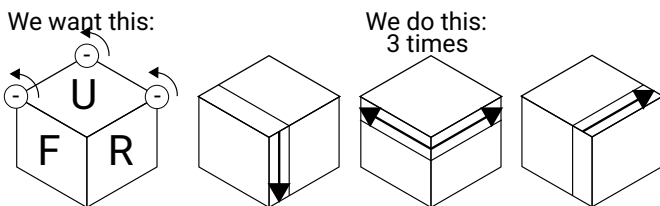
3 Triple vertex exchange backward



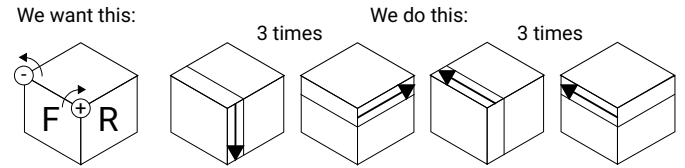
4 Triple corner rotate forward



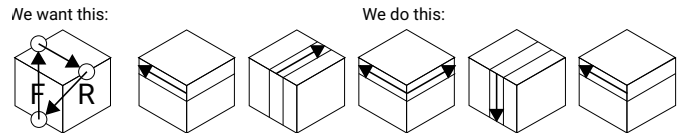
5 Triple corner rotate backward



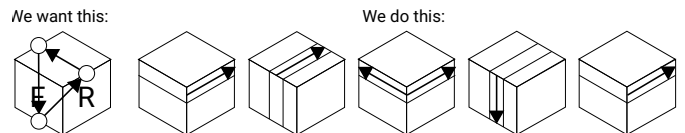
6 Double corner rotate



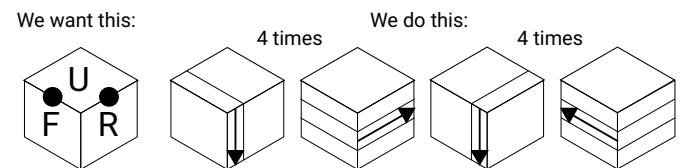
7 Edge change forward



8 Edge change backward



9 Edge change horizontal



10 Edge change vertical

