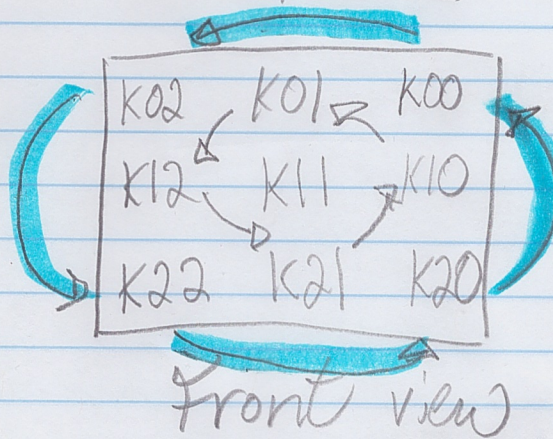


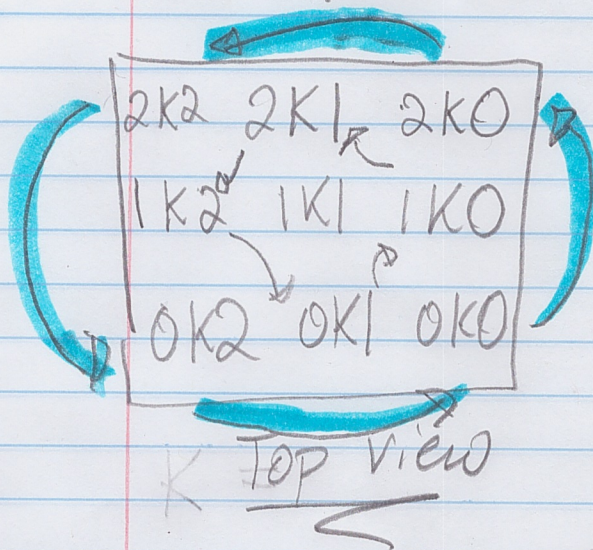
Document to understand Rubik's Cube operations

transfer X:

→ = Corner
→ = Side



transfer Y:



transfer Z:

