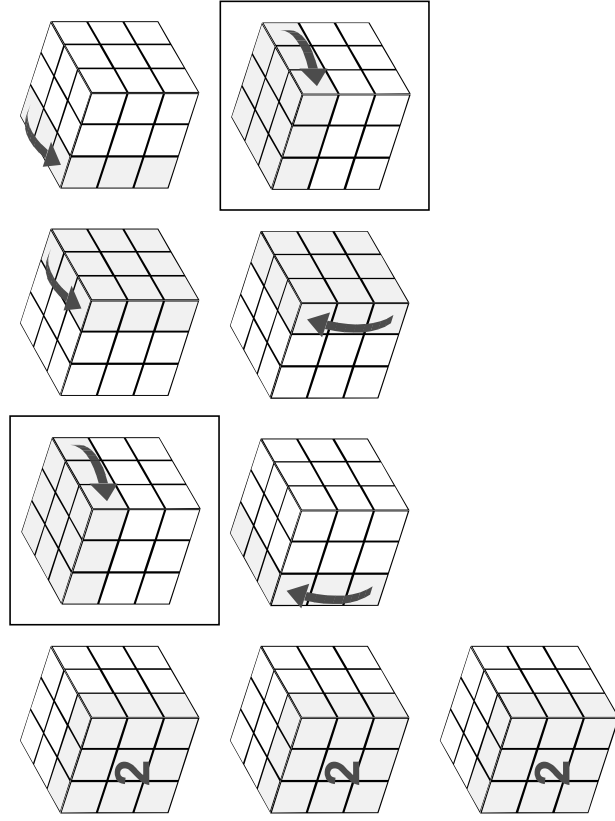
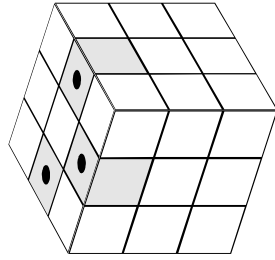
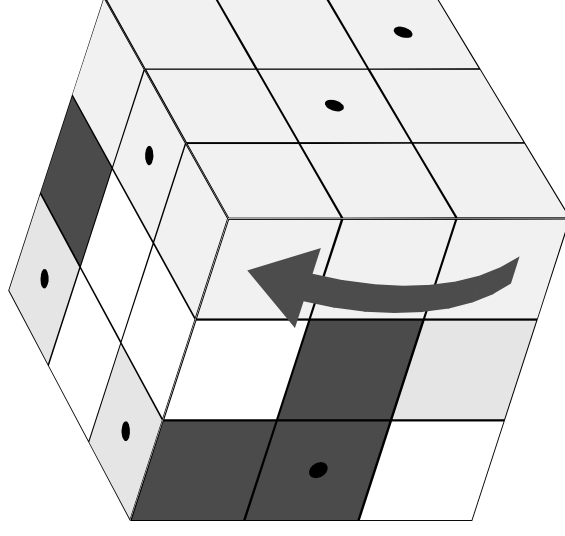


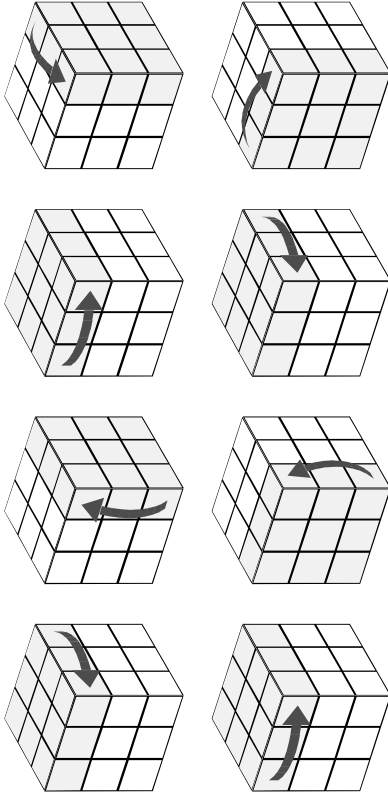
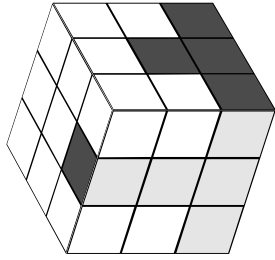
PLL - swap edges



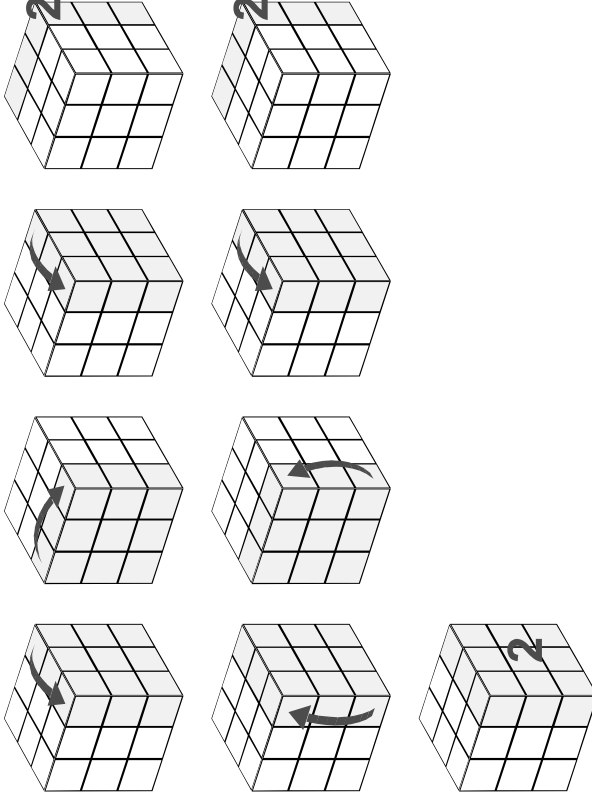
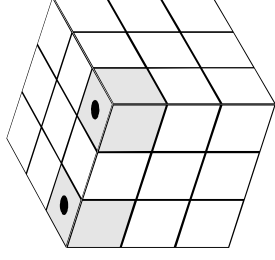
CUBE INSTRUCTIONS



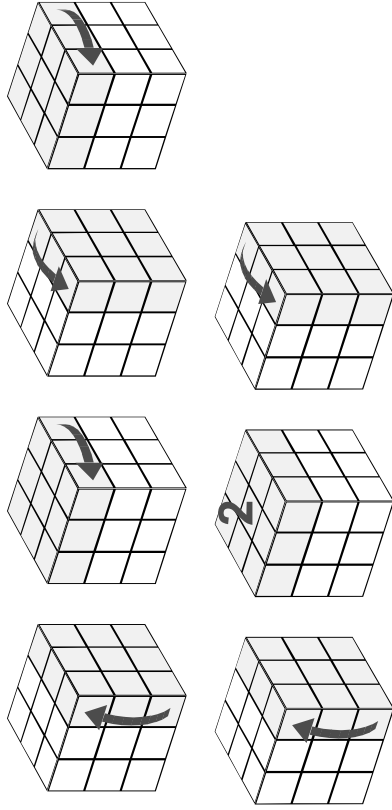
Layer 2



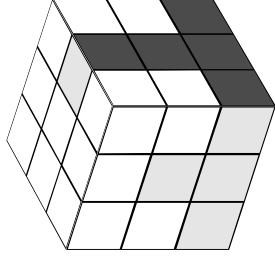
PLL - swap corners



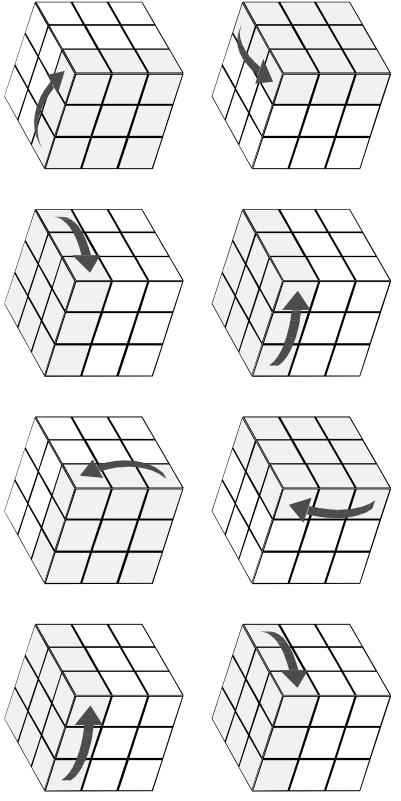
A



Layer 2

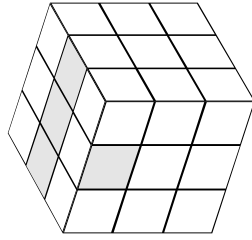


B

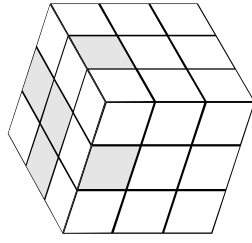


LL - cross

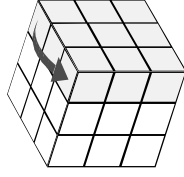
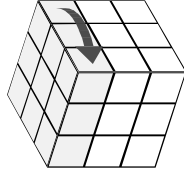
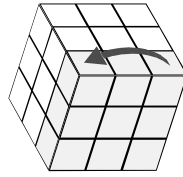
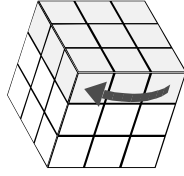
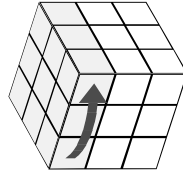
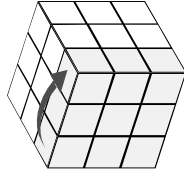
A



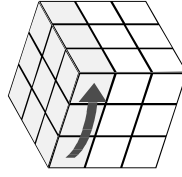
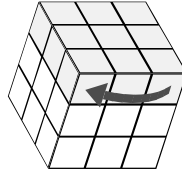
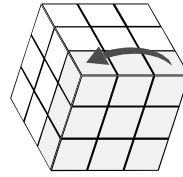
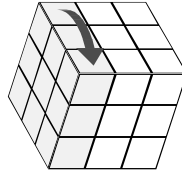
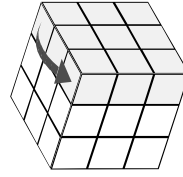
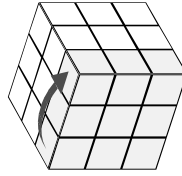
B



A

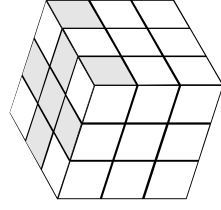
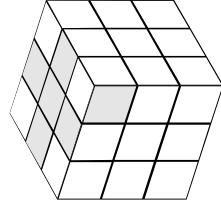
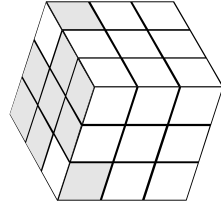
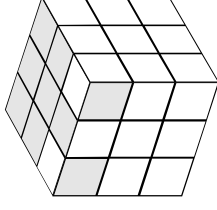
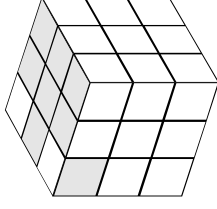
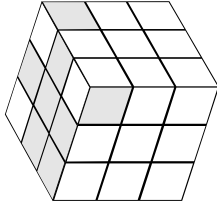


B



LL - corner orientation

A



B

