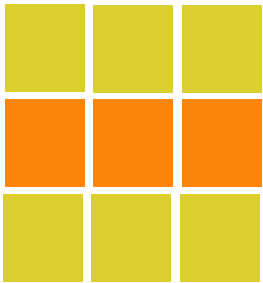


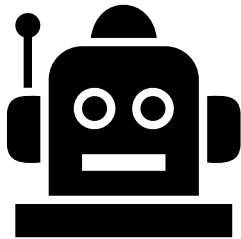
3x3 Rubik's Cube



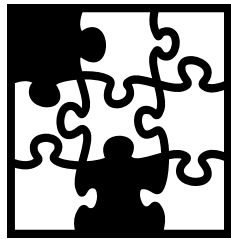
Equitorial layer(E)  
will solve the cube



using Image



LLM agent  
tries to solve the state



Fails to provide  
accurate steps