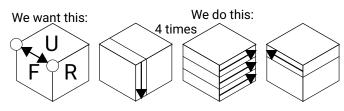
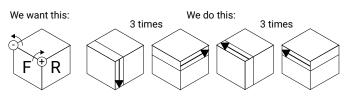
Rubik cube solving

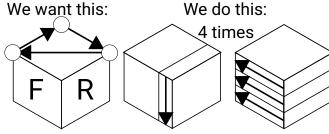
1 Adjacent vertex exchange



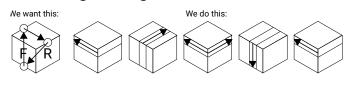
6 Double corner rotate



2 Triple vertex exchange forward

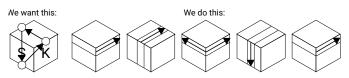


7 Edge change forward

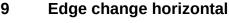


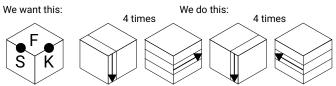


8 Edge change backward

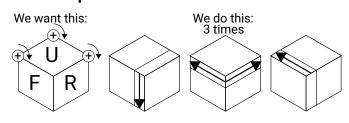




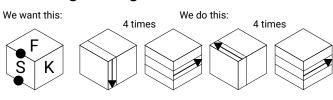




4 Triple corner rotate forward



10 Edge change vertical



5 Triple corner rotate backward

