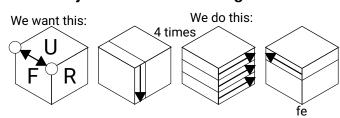
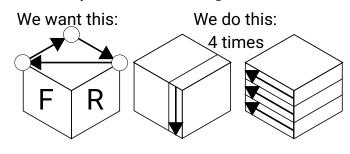
## **Rubik cube solving**

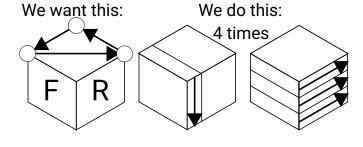
#### 1 Adjacent vertex exchange



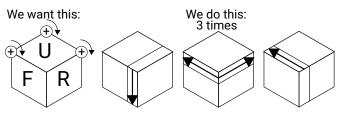
# 2 Triple vertex exchange forward



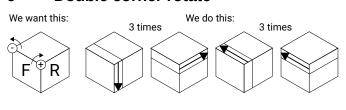
## 3 Triple vertex exchange backward



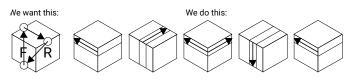
### 4 Triple corner rotate forward



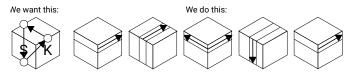
#### 6 Double corner rotate



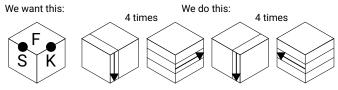
### 7 Edge change forward



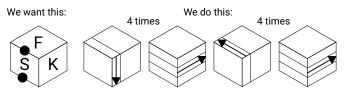
#### 8 Edge change backward



### 9 Edge change horizontal



#### 10 Edge change vertical



## 5 Triple corner rotate backward

