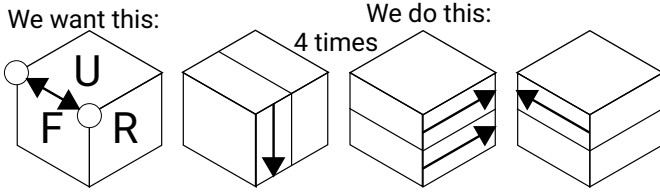
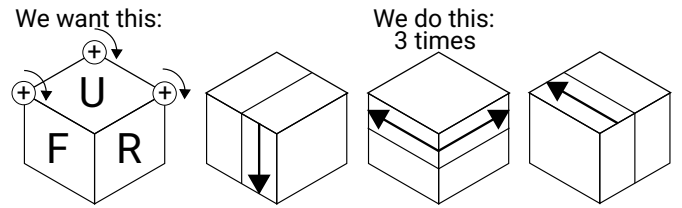


2x2 Rubik cube solving

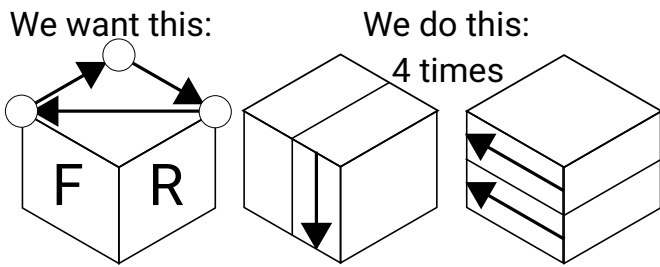
1 Adjacent vertex exchange



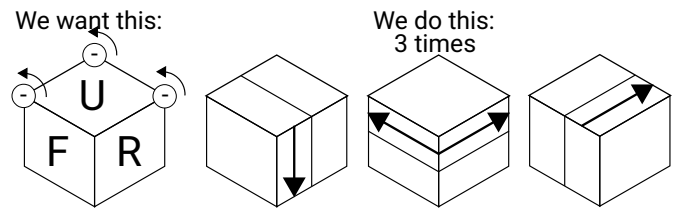
4 Triple corner rotate forward



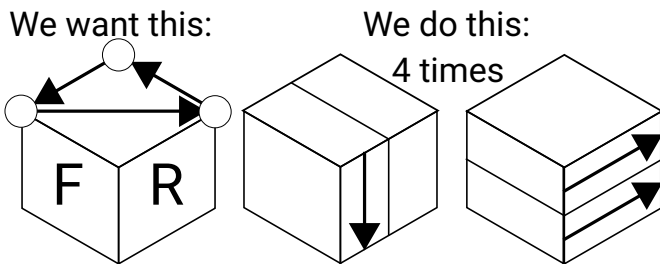
2 Triple vertex exchange forward



5 Triple corner rotate backward



3 Triple vertex exchange backward



6 Double corner rotate

