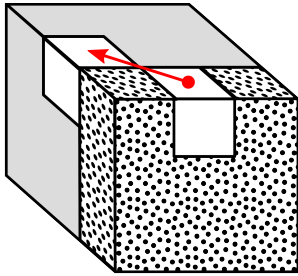
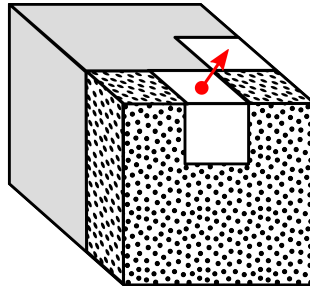


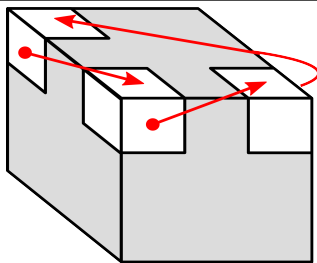
Rubik's Cube Solution
PjotrSoft 2009



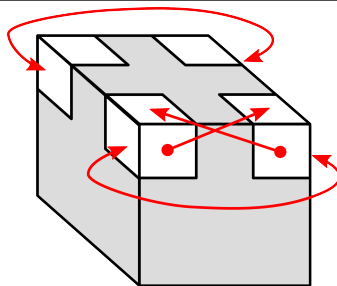
2x(vbVB) v 4x(vbVB) V



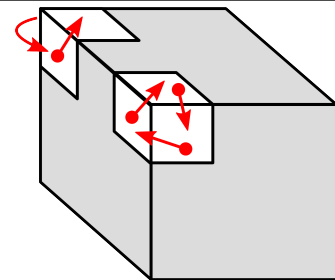
2x(VBvb) V 4x(VBvb) v



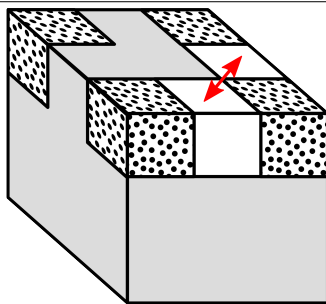
3x(RVrv) b 3x(VRvr) B



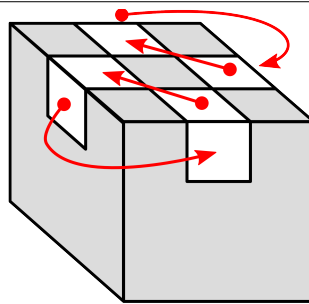
V 3x(BRbr) v



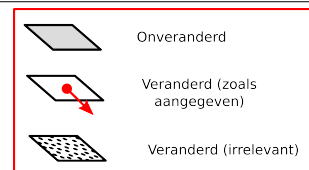
BB 3x(RVrv) B 3x(VRvr)
b 3x(RVrv) B 3x(VRvr)
B 3x(RVrv) B 3x(VRvr)
b V 3x(RBrb) v



IRBrbL BB IRBrbL BB IBRbrL B



5x(vbrVRB) BB 5x(brvRBV) BB



Met wijzers van klok mee	Tegen wijzers van klok in
V = Voor	v = Voor
B = Boven	b = Boven
L = Links	l = Links
R = Rechts	r = Rechts
O = Onder	o = Onder
A = Achter	a = Achter