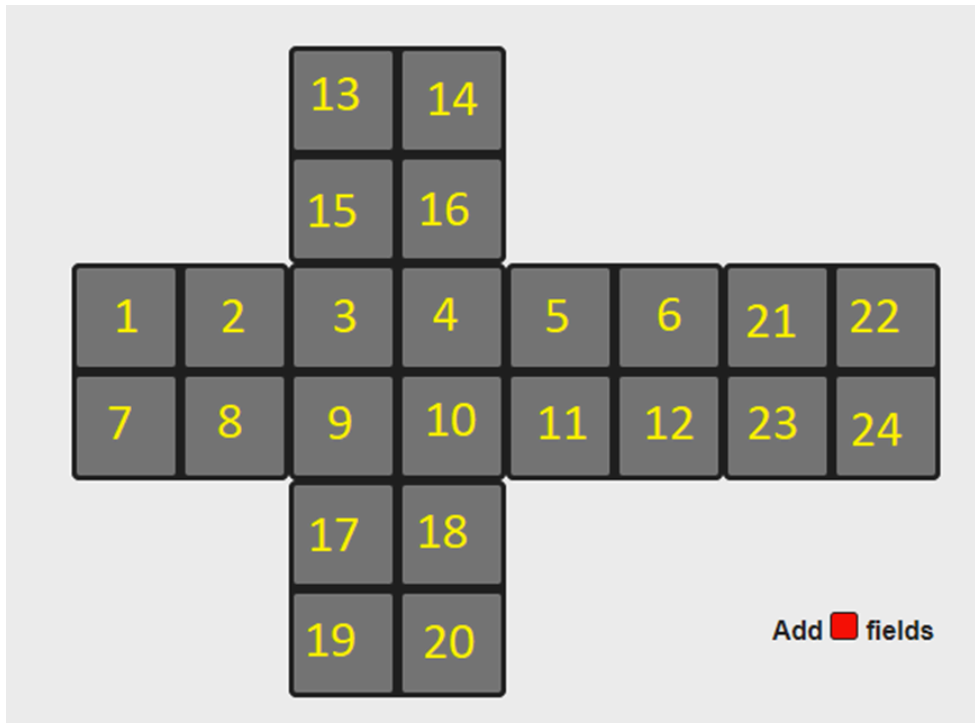


<https://rubiks-cube-solver.com/2x2/>

It's a 2x2 rubik's cube. While normally a rubik's cube you want to shift the colors around so each side is a single color, the task is to shift it around so each face of the cube is a single tribe.



You need to write down the tribes of all 24 minions (see above). Minions 1-12 are showing (see below).



To get 13-20, use the 1<sup>st</sup> card from the left once, and the 2<sup>nd</sup> card three times. Then 13-16 will be on the left and 17-20 will be on the right (note the placement of the numbers in the picture below)



To get 21-24, use the 1<sup>st</sup> card three times, the 2<sup>nd</sup> card once, the 3<sup>rd</sup> card twice, and the 4<sup>th</sup> card twice. Then 21-24 will be in the middle (note the placement of the numbers in the picture below)



Use the 3<sup>rd</sup> card twice and the 4<sup>th</sup> card twice to get back to the original position.

Open a solver like <https://rubiks-cube-solver.com/2x2/>

Edit the cube and use each color for the different tribes. The solver above makes you put it in color by color. Hit solve.

You will get a sequence of letters.

F' is using the 1<sup>st</sup> card once, F2 is using the 1<sup>st</sup> card twice, and F is using the 1<sup>st</sup> card three times.

B' is using the 2<sup>nd</sup> card once, B2 is using the 2<sup>nd</sup> card twice, and B is using the 2<sup>nd</sup> card three times.

U' is using the 3<sup>rd</sup> card once, U2 is using the 3<sup>rd</sup> card twice, and U is using the 3<sup>rd</sup> card three times.

D' is using the 4<sup>th</sup> card once, D2 is using the 4<sup>th</sup> card twice, and D is using the 4<sup>th</sup> card three times.

L' is using the 5<sup>th</sup> card once, L2 is using the 5<sup>th</sup> card twice, and L is using the 5<sup>th</sup> card three times.

R' is using the 6<sup>th</sup> card once, R2 is using the 6<sup>th</sup> card twice, and R is using the 6<sup>th</sup> card three times.

Use the correct sequence of cards to solve the cube.