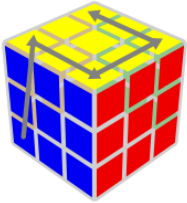
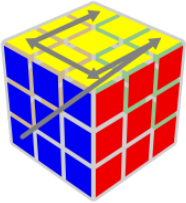
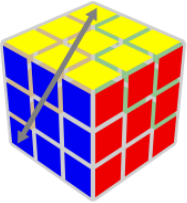
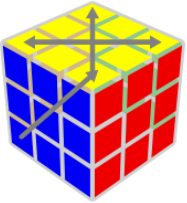
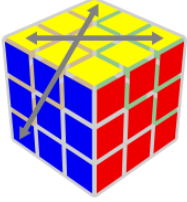
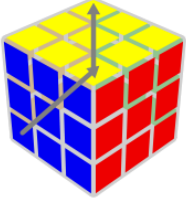
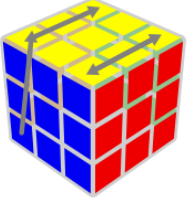
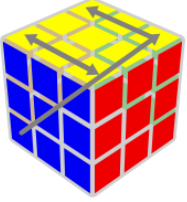
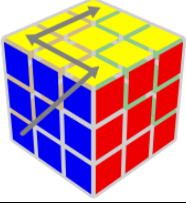
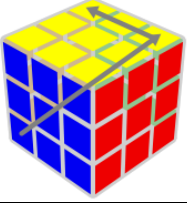
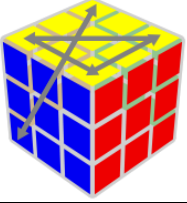
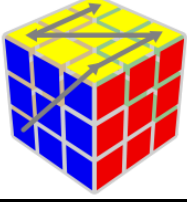
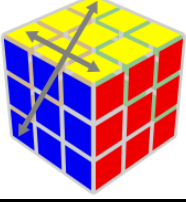
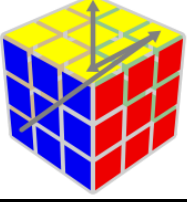
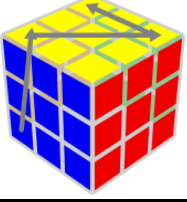
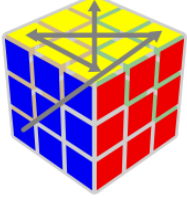
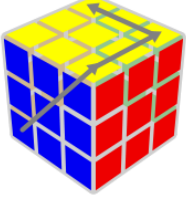
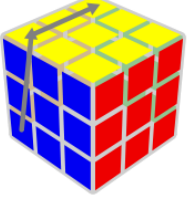
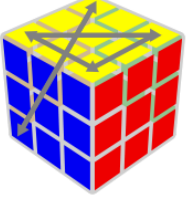
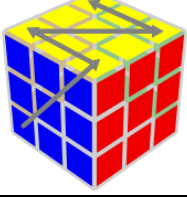
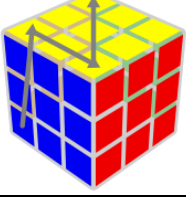
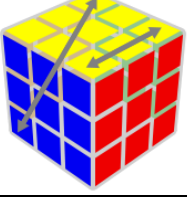
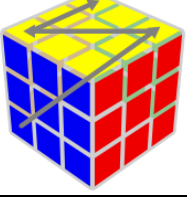


Pikachu $L' U^2 R^2$ $L' U R'$ $L' U' R$				
Squirtle R^2 $R' U R'$ $L' U R$				
Bulbasaur R $R' U' R$ $R^2 U' R'$				
Machop R' $U R'$ $R U' R$				
Dragonite $U' R^2$ $U^2 R$ $R U' R^2$				
Pidgey $R U R'$ $R U' R'$ $R^2 U' R$ <i>nothing</i>				

DLF corner in place (expanded v1):

$L' U R U' L$ case	$U L' U R' / R^2 L' U R^2$
$L' U R^2 U' L$ case	$R^2 L' U R / L' U' R$
<i>do nothing</i> case	$R / R' / R^2 / \text{nothing}$

DR corner in DLF:

Put the other corner in DBR.

- If the DBR corner is in DBR (and DRF is in DLF), recognise Pokémon as if DR corners are solved.
- If DFR corner is in DBR (and DBR is in DLF), recognise Pokémon as if DR corners are swapped.
- Swap the Pokémon with the other Pokémon of the same colour.