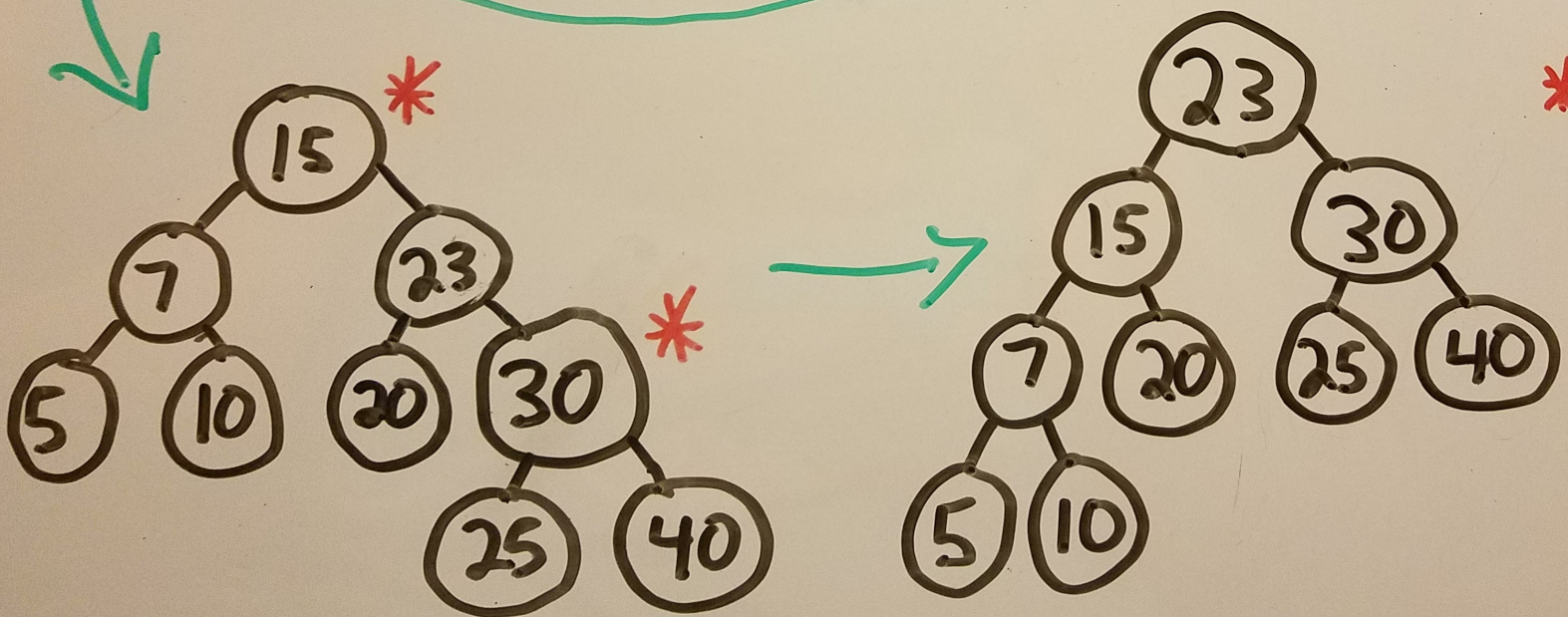


* initial nodes we rotate to be on the bottom left nodes



* odd node we rotate