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## 15 Puzzle

Canonical name 15Puzzle

Date of creation 2013-03-22 16:46:21 Last modified on 2013-03-22 16:46:21 Owner PrimeFan (13766) Last modified by PrimeFan (13766)

Numerical id 5

Author PrimeFan (13766)

Entry type Definition
Classification msc 91A24
Classification msc 00A08
Synonym Fifteen Puzzle
Synonym Game of Fifteen

The 15 Puzzle is a square tablet containing 15 smaller square tiles labeled with the integers 1 to 15, set so that only one square may be moved at a time into the only available empty square by a move up or down or left or right (but never diagonally). The goal of the puzzle is to take a puzzle in an unsorted initial state, such as

and set each tile in its proper order.

The puzzle was invented by Noyes Chapman, who also created a famously unsolvable version with 14 and 15 switched. His original idea was to construct a puzzle with 16 tiles that would be moved to form a magic square with 34 as its magic constant. The 15 Puzzle was initially made of wood; today they are almost always made of plastic. Darling calls it "the Rubik's cube of its day."

## References

[1] D. Darling, "15 Puzzle" in *The Universal Book of Mathematics: From Abracadabra To Zeno's paradoxes*. Hoboken, New Jersey: Wiley (2004)