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A larger version of the *Fifteen* puzzle in a 7x7 array that can be solved the same way (see also the 20, 27, and 31 puzzles). The only difference is that, like the *Sixteen* puzzle, the keeper piece is in an extra space, where the piece adjacent to the extra space in the solved position will always either be there (in which case no pieces can move until it is moved into the extra space) or be in the extra space, and so solving can first place this piece in the extra space, solve the remaining 48 positions puzzle, and then move this piece back.