

FOR IMMEDIATE RELEASE

Born Solved: the puzzle manufactured complete, then deliberately destroyed

A Northern Ireland puzzle company has unveiled an edge-matching system with no picture, no border, no corner and no visual clue.

Entropic Puzzles has introduced **Born Solved**, a hexagonal edge-matching puzzle built using a new positional encoding system called **Entropic Notation**.

Every copy is first produced as one continuous solved design. The sheet is then cut into identical-looking hexagonal pieces and scrambled. The original manufactured arrangement is called the *born state*.

Everything is visible. The pieces carry only plain black lines. The information is encoded by where those lines cross each edge, not by colour, symbol or picture.

Why it is different

A Born Solved piece has six edges and twelve physical orientations: six rotations on either face. The puzzle offers no border scaffold, fixed centre, clue pieces or image to reconstruct.

The raw arrangement count for n pieces is $n! \times 12^n$. For the planned 256-piece edition, that is approximately 10^{783} arrangements. For the 1,024-piece flagship, it is approximately 10^{3745} .

Testing

Earlier Kissat solver runs established a steep increase in solving difficulty as puzzle size rose. Entropic Puzzles is now expanding the benchmark programme with CaDiCaL so that full run conditions and solver statistics can be published together. The revised hardness curve will be released only after the expanded test series has been checked.

Planned range

The product family is designed to run from an 8×8 entry edition through a 16×16 standard puzzle and a monumental 32×32 flagship.

“Born solved. Never restored. Good luck.”

— ENDS —

Media contact: press@entropicpuzzles.com · entropicpuzzles.com/press/