Online **W**itness **O**mnipedia

Who's this? *Notices your symbol*

The following document is a copy of TODOWS, meant to be used as a draft and mental map for prod to remember symbols before it is officially added to the compendium.
Loss.

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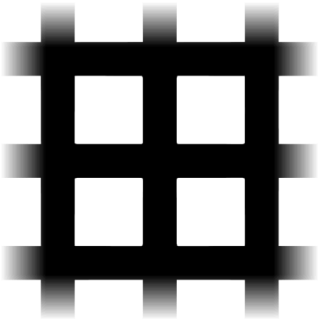
Peer-Reviewed By
Anyone here?
Sloss.
Sloss.
Sloss.
Sloss.
Sloss.
Sloss.

⌗ Solving Puzzles



By technicality… is the Witness a panel game?

The Witness is a puzzle game where you must solve panels of different size and layout with different shapes (Symbols) marking the properties.

The goal of The Witness is to draw a line from the starting point (Big circle) to an end point (Rounded dead end) without self-intersection (Unless some Symbols allow such behaviour to happen) that satisfies the requirement of every shape within the panel.

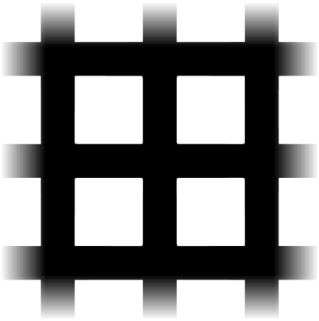
You are allowed to start from any starting point within the panel if there's multiple, and end at any endpoint as long as the line does not intersect itself and every symbol are satisfied.

When the line is drawn, the panel will check for each symbol and whether the solution satisfies all of them. If some symbol's requirements are not met, they will flash in some panels, indicating that the rules of the symbol is not satisfied.

The Witness will not tell you how each symbol will work. Instead, it will give multiple simple panels that allow the players to figure out the rules themselves by experimenting on them by drawing multiple different lines and through trial and error.

📖 Terminology

The dictionary within a dictionary. How meta!



General Terminology

Panel: The physical object in the world, typically an interactive screen display, that bears a puzzle. These objects are typically thin rectangular mechanical and/or glassy screens near eye level that are firmly connected to the ground by a stand. Wires may be connecting panel sequences, though this is not always the case.
A deactivated panel refers to a panel that does not display a puzzle but still retains the characteristics of other panels. Some panels may deactivate upon an incorrect solution.

Puzzle: *(a.k.a. Witness Puzzle)* A panel's display needs to have several components to qualify as a puzzle. It must include a grid of any type and size with at least one starting point and one or more endpoints.

Starting Point: A circular shape on a vertex or edge of a puzzle. When interacted with by a player, the player will begin drawing a line. There may be multiple starting points on a single puzzle.
Line: The path drawn on a puzzle by a player. The line must follow the edges and vertices of a grid. The player is able to submit the drawn line by leading it to an end point and exiting 2D mode. The line may not cross over pathways it has already traveled through unless visually indicated or a symbol allows it.
End Point: A rounded nub protruding from an edge or vertex of the puzzle. Typically the corner or outer edge of a puzzle.
Solution: The submitted configuration of a line drawn between a starting point and end point. The solution is valid if the rules of all the puzzle's symbols are satisfied with the drawn line. Otherwise, the solution is invalid.

Grid: A finite tiling (typically of only squares, hexagons, or triangles) of any size or shape. The edges and vertices of which may be drawn over by a line.
Partition: A grid region whose borders are defined by the line and by the borders of the grid.

Symbol: An element on the puzzle with a distinct shape and a predetermined ruleset that must be followed upon submitting a solution. Should a symbol's rules be unsatisfied, the solution will be invalid.
Mechanic: An element on or outside of the panel that restricts valid solutions. Note that all symbols are mechanics, not all mechanics are symbols.

Grid Lines: Refers to all edges and vertices of the grid.
Edge: Specifically one of the edges of a Cell.
Vertex: The point where multiple edges intersect. In other words, a node.
Cell: A space on the grid by the intersections of three or more edges.

Border: The surrounding area directly adjacent to the perimeter of the grid.

Dictionary Terminology

Celled: A symbol or element that resides inside the space of a cell.

Example - Rounded Squares

Lined: A symbol or element that resides on an edge or vertex. Edge and vertex stand for [E] and [V] respectively. If both can occur, [EV] is used.

Example - Hexagons

Bordered: A symbol or element that resides just outside the border of the grid. The symbol is usually aligned and is adjacent to one of the grid's cells or edges.

Example - Bordered Dots

Disconnected: A symbol or element that resides on the panel, but its position does not directly affect the grid - this is usually due to its properties affecting the entire grid.

Example - The Counter

Physical: A mechanic that resides entirely within the surroundings outside of the panel that relies on it for its solution. This may require the player to stop looking at the panel from a close distance.

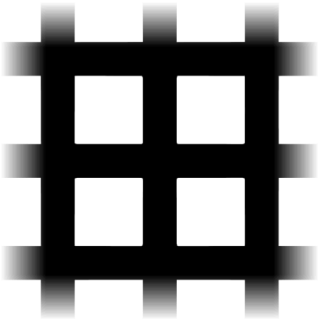
Example - The puzzles within the Monastery

Standalone: A panel can be created with this symbol or element alone and have a valid solution.

Paired: This symbol or element must be on the same panel with one or more specific different symbols to have a valid solution. These symbols will be mentioned in square brackets [like so].

Reliant: This symbol or element must be on the same panel with any amount of different symbols to have a valid solution. Exceptions to this rule will be mentioned in curly brackets {like so}.

✱ Clarifications



For those pesky edge cases that really shouldn't exist.

- A panel checks a solution both before and after any modification is made on the panel. (i.e. deleting a symbol, copying symbols, moving symbols)
- Bordered and Disconnected mechanics are still considered symbols.
- Dead-Ends and Physical mechanics are *not* considered symbols. Most Physical mechanics are exclusive to the base game and are only concentrated in specific areas. (Not to mention they're almost fully explored as a concept.) Dead-Ends are functionally identical to an edge not existing between two vertices.
- **Simplified Tileset** is an alternative graphical overhaul from Looksy Editor that changes the look of some symbols with varying degrees. If a symbol has an alternative visual in Simplified tileset, it will be displayed on the right of **Canonical Design**.
- **Joke Entries** will be colored **green**, and **Entries with unknown rules** are colored **yellow**.

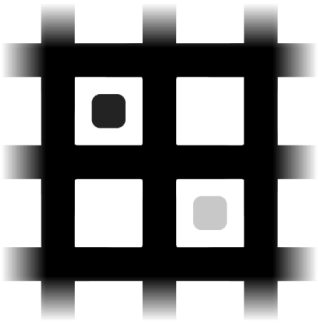
- OFFICIAL SYMBOLS -

The symbols below this page have been created by Jonathan Blow and Thekla Inc. and can be found in the base game. All Witness puzzle solvers and editors will feature these symbols.

The following table shows all symbols included within the base game, click on a symbol's name to visit that page.

				
Rounded Squares	Hexagons	Dead-Ends	Polyominoes	Hollow Polyominoes
				
	Suns	Erasers	Triangles	

■ Rounded Squares



[insert segregation joke here]

Author: Jonathan Blow
Complexity: 1
Difficulty: 1
Versatility: 5
Celled // Standalone
Alt. Names: Stones, Squares, Color Squares
Typical Color: Black, White, [Any]

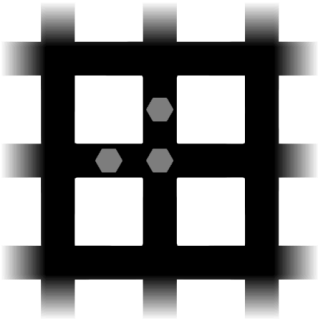
Appearance

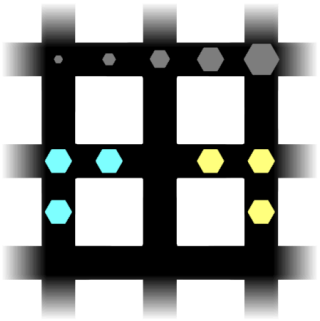
A square with rounded-off corners that is one solid color.

Ruleset

- A rounded square must not be in the same partition as a rounded square of a different color.

⬢ Hexagons





Cross my path and you'll get it!

Author: Jonathan Blow
Complexity: 2
Difficulty: 1
Versatility: 6
Lined (EV) // Standalone
Alt. Names: Dots, Bolts, Lined Hexagons, Symmetry Hexagons, Sound Hexagons.
Typical Color: Very Dark, Very Bright, Cyan, Yellow

Appearance

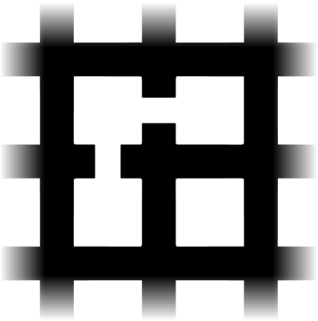
A regular hexagon, typically a darker shade dependent on the color of the grid lines. They may also be colored corresponding to the line's color.

If accompanied by sound, hexagons may be of various sizes.

Ruleset

- A hexagon must be covered by the line in the final solution.
- A hexagon that has been colored must be covered by a line of that specific color.
    - This is typically accompanied by [Symmetry].
- If accompanied by sound, hexagons may be of different sizes. All hexagons on the board must be crossed in the order of pitches on one of the noises. The smaller the hexagon, the higher-pitched the noise, and vice versa.

Dead-Ends



YOU SHALL NOT PASS!!

Author: Jonathan Blow
Complexity: 0
Difficulty: 1
Versatility: 7
Lined (E) (V but only for 1 panel) // Standalone
Alt. Names: Gaps, Broken Edge
Typical Color: N/A

Appearance

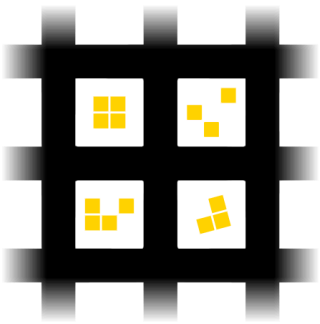
A “break” or “gap” in the edges of the panel grid. The size of this break/gap may vary.

Objects in the world obstructing your view of the panel may also function as dead-ends.

Ruleset

- A line is completely incapable of crossing a dead-end on the grid.
- A dead-end cannot be deleted.

Polyominoes



Korobeiniki plays in the background...

Author: Jonathan Blow
Complexity: 5
Difficulty: 5
Versatility: 4
Celled // Standalone
Alt. Names: Shapers, Tetris Pieces, ____ominoes,
Broken ____ominoes, Rotated ____ominoes. Tilted ____ominoes, Minoes
Typical Color: Yellow

Appearance

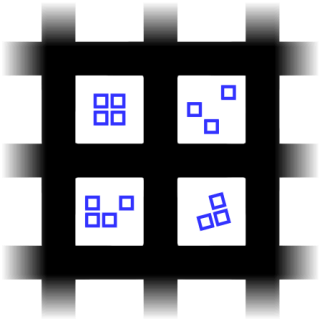
Square “blocks” either oriented corresponding to the panel grid or rotated counter-clockwise by 15°, all blocks being the same color.

These blocks can be arranged in various shapes, and do not have to be specifically adjacent to each other in any fashion. Yet, still treat each shape as one singular, unbreakable piece.

Ruleset

- Any partition containing any number of Polyominoes must be “perfectly packable” using the defined Polyomino shape(s).
    - If a Polyomino is tilted 15° counter-clockwise corresponding to the grid, that Polyomino may be packed in any orientation as long as it fits the borders of the panel grid.
    - If a Polyomino shape is aligned with the grid, the Polyomino itself must be packed as pictured.
- However, if any Polyomino is in the same partition as any Hollow Polyomino(es), the 2nd solid bullet point for Hollow Polyominoes is applied instead.
    - This is unless the amount of Polyomino “blocks” equals the amount of Hollow Polyomino “blocks” in the partition. In this case, none of the rules that apply to either symbol, except for this one, apply.

⊞ Hollow Polyominoes



Line clear!...?

Author: Jonathan Blow
Complexity: 5
Difficulty: 7
Versatility: 2
Celled // Paired ***[****Polyominoes****]***
Alt. Names: Inverted ____ominoes, Minus ____ominoes
Outlined ____ominoes, Anti____ominoes. Onimoylops
Typical Color: Dark Blue

Appearance

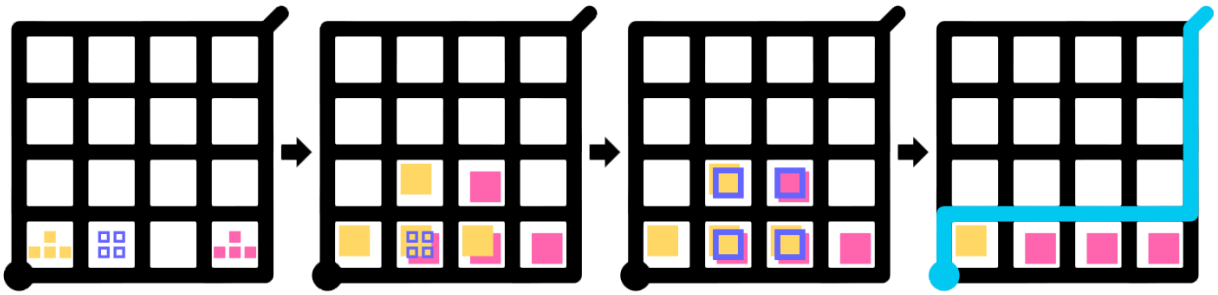
Square “blocks” either oriented corresponding to the panel grid or rotated counter-clockwise by 15°, all blocks being the same color.

These blocks can be arranged in various shapes, and do not have to be specifically adjacent to each other in any fashion. Yet, still treat each shape as one singular, unbreakable piece.

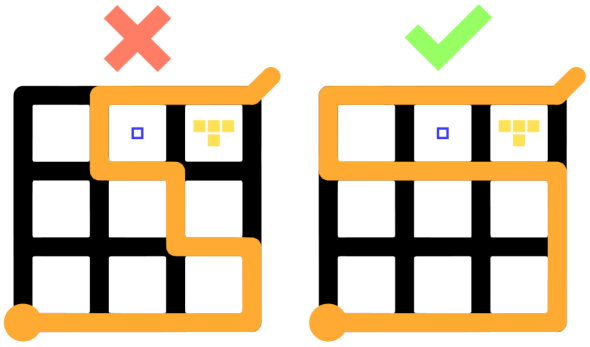
Each block has a hollow center, also in the shape of a square.

Ruleset

- If any Hollow Polyomino is not in the same partition as a Polyomino, that Hollow Polyomino will fail.
- If the amount of Polyomino “blocks” equals the amount of Hollow Polyomino “blocks” in the partition, none of the rules that apply to either symbol, except for this one, apply.
    - If this is the case, no Polyominoes or Hollow Polyominoes will fail.
- If at least one Polymino and at least one Hollow Polyomino are in the same partition, that partition must be “perfectly packable” using the defined Polyomino shape(s) - but with all Hollow Polyomino shapes in the partition “cut out” or “removed” from the initial partition.
    - It is also perfectly valid to “overlay” two Polyomino blocks on top of one cell and use a Hollow Polyomino block on that same cell to remove one of the Polyomino blocks. The leftover Polyomino block will still count toward the partition’s shape.
    - This rule has been illustrated using the following diagram.

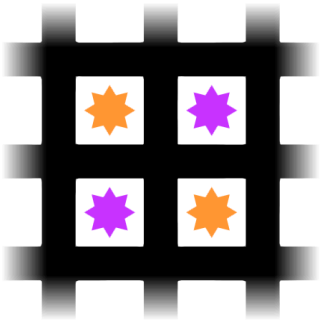


- It must be noted that, in ‘The Witness’, the initial partition <u>before</u> removing or cutting out Polyomino blocks <u>must</u> fit into the grid. It is unclear whether or not this property was by design or simply a bug in the program’s code. Nevertheless, this property was **not** explored within the base game.
    - This property has also been illustrated below.



✷ Suns

Time to implement the buddy system.



Author: Jonathan Blow
Complexity: 2
Difficulty: 4
Versatility: 5
Celled // Standalone
Alt. Names: Groupers, Stars, Eight-Pointed Stars
Typical Color: Orange, Purple, *[Any]*

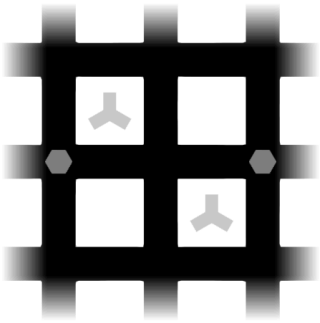
Appearance

An eight-pointed star, one solid color.

Ruleset

- Must be in the same partition as exactly one other symbol of its color.
    - Any more or fewer symbols in the same partition as a same-colored Sun will cause the Sun to fail.

⅄ Erasers



So you follow the rules… but… don't? No- wait…

Author: Jonathan Blow
Complexity: 3
Difficulty: 7
Versatility: 6
Celled // Standalone
Alt. Names: Deleters, Ys, Upside-Down Ys, Fidget Spinners, Antibodies, Annihilators, Removers, Three-Spokes, Reverser, Eliminators
Typical Color: White

Appearance

A symbol shaped like a letter "Y" that has been rotated 180°. Each spoke is of equal length

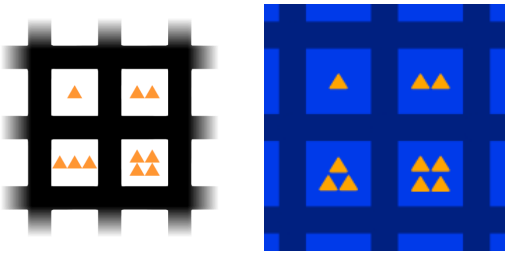
It is also thought to be shaped similarly to an antibody.

Ruleset

- If an Eraser is the only symbol in a partition, it will fail.
- For every Eraser in a partition, there must be another symbol in the same partition that is unsatisfied. Otherwise, all Erasers in the partition will fail.
- Effectively "erases" itself and one other symbol in the same partition whose own ruleset is unsatisfied with the solution. The panel then rechecks the provided solution afterward, omitting the Eraser and the symbol it "erased".
    - A singular eraser will run through all possible "erasing" scenarios in an attempt to find a solution that will work.
    - If it finds a scenario where a symbol can be erased to create a valid solution, it will erase that symbol along with itself. Otherwise, it will pick an unsatisfied symbol at random.

🔺 Triangles

Suddenly: Slitherlinks



Author: Jonathan Blow
Complexity: 3
Difficulty: 3
Versatility: 5
Celled // Standalone
Alt. Names: Counters, Doritos
Typical Color: Orange

Appearance

One or more small equilateral triangles. In the case of multiple triangles in the same cell, equilateral triangles will be adjacent to one another.

Ruleset

- The number of triangles inside a cell must be equal to the amount of traced-over edges surrounding that cell. Otherwise, the symbol fails.

- COMMUNITY SYMBOLS -

The symbols below this page have been created by fans of The Witness and are not included in the base game. A few may be interacted with in downloadable programs such as fangames, editors, or mods; but most will create images of puzzles with these symbols.
Any fangames, editors, mods, or media that includes custom symbols and allows a user to solve puzzles without another person's verification will be credited and links accordingly.

*A total of **???** Symbols have been created by the community thus far.*

The following is a table listing every documented author included in this dictionary in alphabetical order. Each link will take you to that author's specific category heading where you can find more information.
Further below, here, is another table with every symbol arranged by typical color.

Alith	ItzShaun	Radiazia
AnActualCat	Katelyn Δ	Randomiser
Articuno	Klyzx	Raz
artless	Kube	Seren☆
Cheeky	Kusane	Sigma144
ElliottB1	MarioMak967	skyeward
EpicToast™	McNiko67	sus
Exempt-Medic	meso	The WitnessTest™ Pacergram
Flashy Man	noneuclidean	thefifthmatt
fraZ0R	PANOPTES	TheFullestCircle
Gentova	prod	TheGreatEscaper
ianpep	Pruz	unsuspiciousperson

*Full Community Symbol Table, Arranged by Typical Color**

*Multi-colored symbols will have their most prominent color prioritized. A symbol with multiple competing typical colors or a multi-colored symbol with multiple prominent colors will have the color earliest in rainbow order prioritized. Rainbow order begins with red (Hue 0°) and ends in hot pink (~Hue 350°)

				
Arrows				

- - - Alith - - -

The symbols below this page have been created by Alith.

The following table shows all known symbols created by Alith. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

swirl	Cosmic express	minesweeper	Negated start point	Light reflection
Ghost dot	Ghost dot (reverse)	filament	snake	Big dot
		Divided hexagon		

Symbol Breakdown

Swirl: line around must move this way
Cosmic express: literally (monsters & houses)
Minesweeper: (number) cells adjacent must be outside the region that cell is in
Negated start point: all symbol must be wrong
Light reflection: colored dots must be beamed with corresponding light, light projector blocks light and line reflects, light can merge additively
Ghost dot: since the entry of ghost dot, only draw line every 3 turns
Reverse Ghost Dot: since the entry, only draw line every 2 out of 3 turns, and only draw corner between them
Filament: literally
Snake: start point moves along the line up to the snake point
Big dot: start point must be at the big dot when finished
Divided Hexagon: line must cross twice here (line can cross itself in this point

- - - AnActualCat - - -

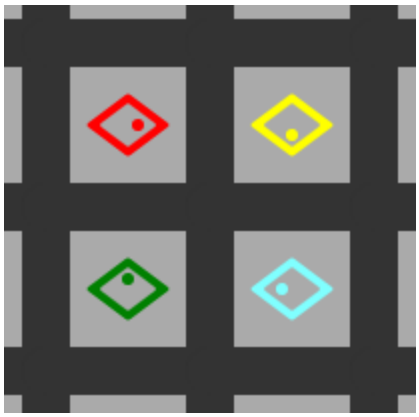
The symbols below this page have been created by AnActualCat.

The following table shows all known symbols created by AnActualCat. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

👀 Eyes

Something something Looksy.



Author: AnActualCat
Complexity: 4
Difficulty: 2
Versatility: 4
Celled//Standalone
Alt. Names: &
Typical Color: Red?

Appearance

- A rhombus, resembling an eye. A dot represents the pupil.

Ruleset

- There must be at least 1 line in the direction of the eye.
- The first line segment in the direction of the eye and the two vertices attached to it will not be evaluated by other symbols. It will also cause the two regions seperated by that segment to be evaluated as one single region by all other symbols.

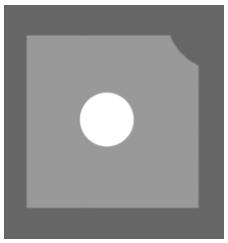
Symbol Breakdown

- - - Articuno - - -

The symbols below this page have been created by Articuno.

The following table shows all known symbols created by Articuno. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

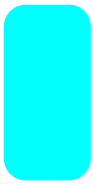
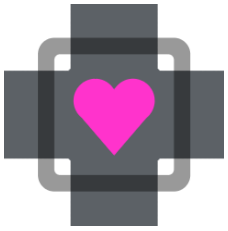


Symbol Breakdown

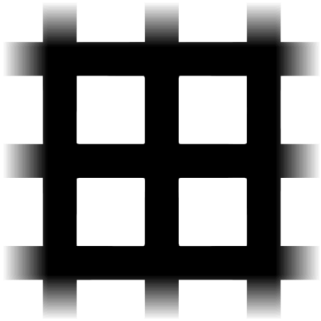
- - - artless - - -

The symbols below this page have been created by artless.
yeah i dont have much knowledge about witscup or !witclone

The following table shows all known symbols created by artless. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Invisible Symbols*	Carrots	Line Splitters	Rectangles	Boxes
				
		Shifters		

⁇ Invisible Symbols



Trial and error is mandatory.

Author: Jonathan Blow*, artless*
Complexity: 2
Difficulty: 8
Versatility: 3
Unknown // Unknown
Alt. Names: Red Circles
Typical Color: None

**Though invisible hexagons do appear in The Witness and are used in a few select The Witness puzzle editors, Meant To Be A Witness Clone 1, created by artless, expands upon the invisible symbol idea to include all symbols. Even fewer puzzle editors support all invisible symbols.*

Appearance

The Witness

A fully transparent hexagon. Upon an invalid submission, the incorrect symbols will always flash red, revealing its location and shape.

Meant To Be A Witness Clone 1

A fully transparent symbol. Upon an invalid submission, the incorrect symbols will be marked with a translucent red circle, revealing its location.

Ruleset

The Witness

- Has the exact same ruleset as Hexagons.

Meant To Be A Witness Clone 1

- Each invisible symbol has borrowed a ruleset from a predetermined existing symbol. Which symbol the ruleset was borrowed from can be inferred through trialing different solutions.
- Due to its open nature, no concrete rules apply to this type of symbol.

Symbol Breakdown

- Invisible Symbols: Can be any symbols, is invisible, flashes if wrong
- Carrots: upscales polyominoes, 1x1 becomes 2x2, 2x2 becomes 4x4. 1x1 with two carrots become 3x3 instead of 4x4.
- Line splitters: PLACED IN CORNER, when line goes through one end, the line splits.
- Boxes: PLACED IN LINE, sokoban in witness.

- - - Cheeky - - -

The symbols below this page have been created by Cheeky.

The following table shows all known symbols created by Cheeky. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Supertriangle	Raindrops	In-line triangles	Negative in-line triangles	

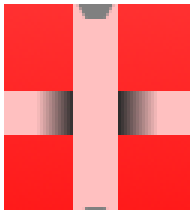
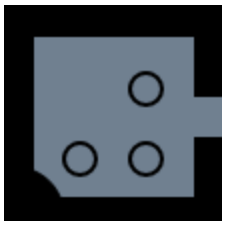
Symbol Breakdown

- Raindrops: Triangles but corner.
- In-Line Triangles: A line must be drawn (number of triangle) spaces away from this line.
- In-Line Negative Triangle: Cannot be negated if crossed over a line, will reduce any in-line triangle facing the same direction's count by its triangle count. If reduced amount becomes 0, no resrtiction. (kinda weird)
- Square with dots: dots in the middle represent the dimensions that the square must be (ex. square with 2 dots in middle means a 2x2 area created by it), squares of different colors do not combine with eachother but if placed in the same region they act like only their color are the squares that are there, squares can interact with tetris pieces the same color as the square (and negative tetris pieces) but none of other colors, squares of the same color do not have to be in the same region also, squares can not go outside of the grid or be cut down by negative polyminoes that fit outside of the grid

- - - ElliottB1 - - -

The symbols below this page have been created by ElliottB1.

The following table shows all known symbols created by ElliottB1. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Ramps	Bridges	Broken Triangles	"Road Closed" Signs	Flashing Hexagon
				
Link-a-Pix				

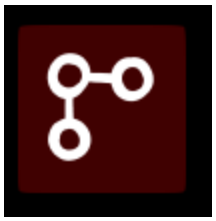
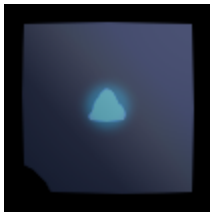
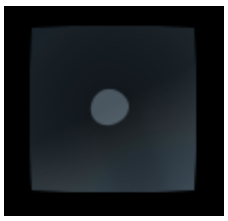
Symbol Breakdown

- Ramps: combined with bridge, works like white diamond
- Bridge: funny crossy line four ways
- Broken Triangles

- - - EpicToast™ - - -

The symbols below this page have been created by EpicToast™.

The following table shows all known symbols created by EpicToast™. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Lined Polyominoes	Electric Current	Gates	Parentheses Gates	Movers
				
Mover Dependant?	Lightning Bolt	Celled Dot	6-Pointed Star	
				
Clocks	Wormhole	Cannons	Targets	

	
Color Flash	Piano Keys

Symbol Breakdown

Wormholes - Bells by Kube™

Color Flash/Piano Keys - Refer to module here

- - - Exempt-Medic - - -

The symbols below this page have been created by Exempt-medic.

The following table shows all known symbols created by Exempt-medic. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
	Multi-Squares			

Symbol Breakdown

- - - Flashy Man - - -

The symbols below this page have been created by Flashy Man.

The following table shows all known symbols created by Flashy Man . Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

Stars

Symbol Breakdown

- - - fraZ0R - - -

The symbols below this page have been created by fraZ0R.

The following table shows all known symbols created by fraZ0R. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

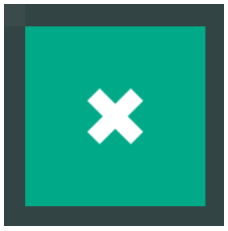
Psis

Symbol Breakdown

- - - Gentova - - -

The symbols below this page have been created by Gentova.

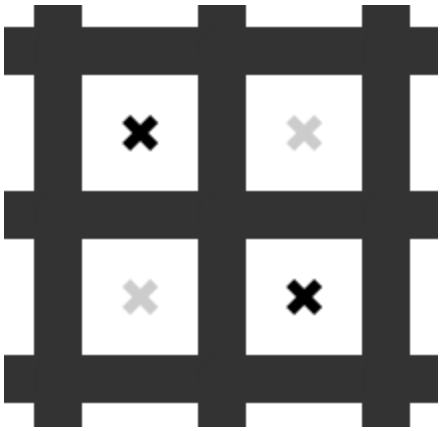
The following table shows all known symbols created by Gentova. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.


Copiers

❎ Copiers

null ERROR

Author: Gentova
Complexity: 4
Difficulty: #
Versatility: #
Celled//Standalone
Alt. Names: &
Typical Color: &



Appearance

- A filled X shape.

Ruleset

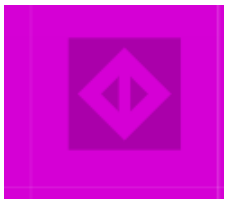
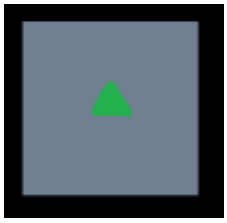
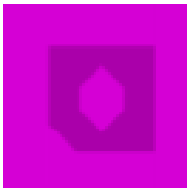
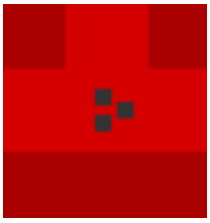
- Copiers will attempt to “become” any symbol inside their region. The region will be then re-evaluated, with the copied symbol in place of the copier. The symbol is satisfied when any copied symbol manages to satisfy the region.
- Copiers will copy the directional orientation/“details” of symbols like Arrows and Polyminoes. Copiers will NOT copy the color of the symbol, and will replace that with their own original color.

Symbol Breakdown

- - - ianpep - - -

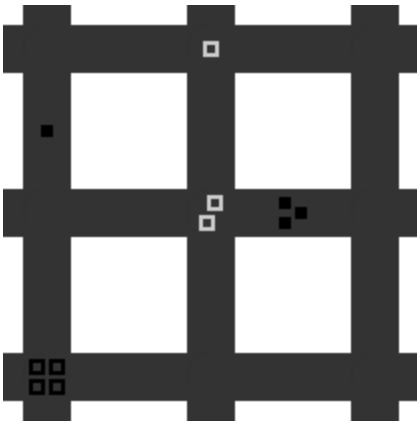
The symbols below this page have been created by ianpep.

The following table shows all known symbols created by ianpep. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

			
		Crystals	Angry dots

⬣! Angry Dots

frOnk



Author: ianpep
Complexity: 2.5
Difficulty: 3
Versatility: 2
Lined//Standalone
Alt. Names: Dot Squares
Typical Color: Black, Grey

Appearance

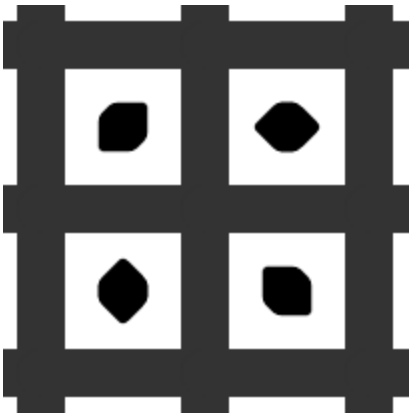
- A number of squares from 1 to 4 inside the line. The squares can be hollow or filled.

Ruleset

- When the line crosses an Angry Dot of value X, it must move around at least X more spaces on the grid before it can touch another lined symbol.
- If the squares are hollow, it is not necessary to touch the symbol. If the squares are filled, it must be touched.

◇Crystals

More like Cry-stals, am i right?



Author: ianpep
Complexity: 4
Difficulty: 4
Versatility: 2
Celled//Standalone
Alt. Names: &
Typical Color: Purple

Appearance

- A solid non-standard hexagon with rounded edges which is symmetrical along an axis. It can be rotated in 4 ways.
- It can also be a solid diamond shape with rounded edges.

Ruleset

- Partitions which contain a crystal must be symmetrical along the axis along which the crystals are symmetrical.

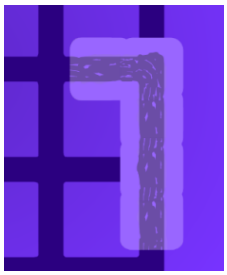
Symbol Breakdown

Diamodns / crystals: region must be symmetric

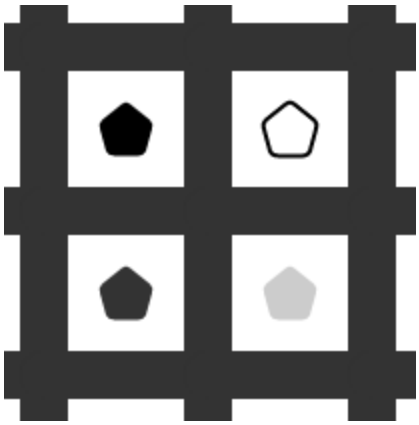
- - - ItzShaun - - -

The symbols below this page have been created by ItzShaun.
Tfw i'm documenting your symbol

The following table shows all known symbols created by ItzShaun. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Pentagons	Pins	Inverters	Xs	Divided Diamonds
				
Scratches	Alphas	Buckets	Celled Hexes	Green Pacmans

⬟ Pentagon



Segregation jokes got weird ever since aliens got involved.

Author: ItzShaun
Complexity: 2
Difficulty: 1
Versatility: 1
Celled//Standalone
Alt. Names: &
Typical Color: Black, White, [Any]

Appearance

- A solid pentagon with rounded edges.

Ruleset

- Pentagons may not be in the same partition as other pentagons of different colors.
- Pentagons may not be in the same partition as other Squares of the same color.

× Xs

YOU SHALL maybe PASS!!

Author: ItzShaun
Complexity: 1
Difficulty: 1
Versatility: 4
Lined (V)//Standalone
Alt. Names: Crosses, Live Ends
Typical Color: Red

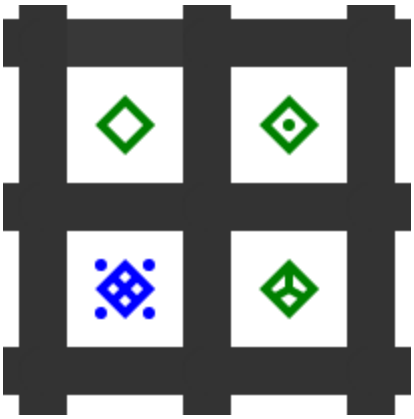
Appearance

- A red diagonal cross on the line.

Ruleset

- The symbol fails if the line passes over it.
- The only functional difference between this and Dead Ends is that this can be negated by an Eraser, and Xs can only operate in vertices, while deadends operate in edges, and in special cases, vertices.

⟐ Divided Diamonds



My greatest enemy, basic counting.

Author: ItzShaun
Complexity: 3
Difficulty: #
Versatility: 4
Celled//Standalone
Alt. Names:
Typical Color: Green (i think????)

Appearance

- A diamond shape with anywhere from 1 to 4 lines going from its center to its four edges, and with anywhere from 0 to 4 dots positioned a bit away from its four sides.

Ruleset

- Divided Diamonds must have exactly as many symbols in the same partition as them (excluding the diamond itself) as is shown on the diamond.
- The following image depicts which diamond shows which number:

Celled Hexes

The real one

Author: ItzShaun
Complexity:
Difficulty:
Versatility:
Celled//Paired [Any]
Alt. Names: Hexagons, Ghost symbols
Typical Color: 50% Transparent black, [Any]

Appearance

- A hexagon, but inside a cell instead of the line.

Ruleset

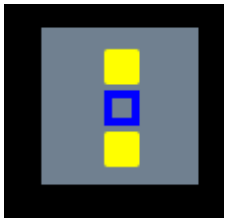
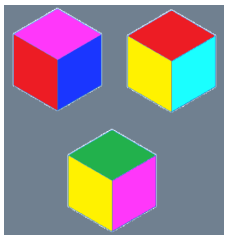
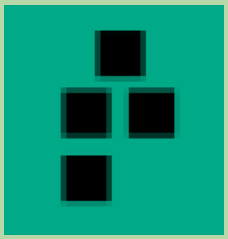
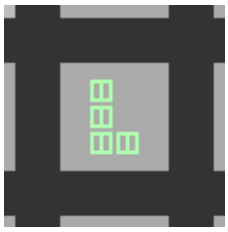
- This symbol is fulfilled when another symbol “affects” it.
    - If the cell is covered by a polyomino, it is fulfilled.
    - If the cell is pointed at by a dart, it is fulfilled.
    - If the cell is counted by divided diamonds, it is fulfilled.
    - If the cell is paired with a star, it is fulfilled.
    - If the cell is aligned with a chip, it is fulfilled.
    - If the cell is negated, it is fulfilled, which fails the panel immediately.

Symbol Breakdown

- - - Katelyn Δ - - -

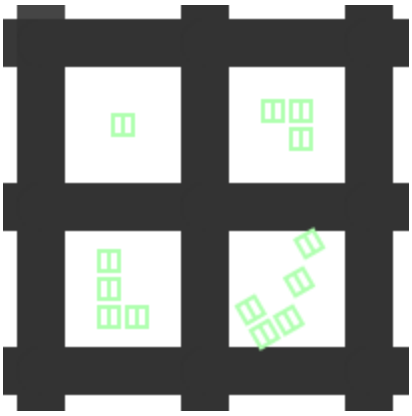
The symbols below this page have been created by Katelyn Δ.

The following table shows all known symbols created by Katelyn Δ. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Fucking genius	"This"	Looped Starting Points	"neat"	Jon was fine not doing this
				
Variant triangle	"enjoy"	"Kate Polyomino"		
				
XVtris				

+ XVtris

Meanwhile in a parallel universe... line clear!



Author: KatelynΔ
Complexity: 5
Difficulty: 5
Versatility: 4
Celled // Paired ***[Polyominoes]***
Alt. Names: Cutris Pastris, XVminoes, Copyminoes
Ctrl+C-tris, Ctrl+V-tris
Typical Color: Light Green

Appearance

- A polymino with a vertical line going down the middle of each “cell”.
- It can also be rotated like polyminoes/hollow polys.

Ruleset

- XVtris must be in the same partition as at least 1 polymino. The XVtris must be a possible sub-part of any arrangement of polyminoes within its region.
- XVtris will select any sub-area of polymino of its own shape and will attempt to “reposition” its target sub-area polymino into a different position relative to the rest of the polymino. The symbol is satisfied when it finds a possible non-orignal position for the sub-area that satisfies polymino rules.
- If the XVtris is rotated, it can rotate the selected sub-area too, in addition to selecting any sub area equal to any of its rotations. Note that the sub area does not **HAVE** to be rotated, unlike how it has to be in a different position.
- XVtris’ repositioning happens before Hollow Polyminoes.

Symbol Breakdown

The astrology one has no effect

- - - Just Kirb - - -

Panels in panels: if you go to a certain edge adjacent to this symbol, it MUST have an endpoint pointing to the edge, and is itself a panel you must solve.

Self referencial panel: the symbol panel matches line drawn with the main line in the panel, and in itself acts like a normal symbol (possible recursion).

Offset symbols: symbols that are offset, meant to recreate the yellow mountain panels.

Black and White color illusion: a panel tinted in such a way so that all the symbols look like a shade of gray.

“1 wrong”: delete the symbol that is the odd one out.

Thermo based numbers on lines: the numbers on the line must avoid not increasing when you touch this symbol, eg: O—-1—--3—--4—---7—--7 is wrong because it stopped increasing at 7 to 7.

Boolean: you have to go to the clear circles (that would input true) in a way that results in the desired state with logic gates.

Liar panel: the positioning and coloring is correct, but you have to match the symbols with the theme of the panel.

Yellow numbers: each partition must have the digits 1 to n exactly once, where n is the partition size.

Letter based puzzles: the letters must make a word/set of letters that will match the symbol’s environment.

Symmetrical outliers: a set where if the symbols are not symmetrically transposed to the same symbol, the symbol isn't actually there.

Puzzle piece: the sides with pits can be entered in but not out, the sides with hills can be entered out but not in, the sides flat can be entered in or out.

Puzzle tiles: insert the tiles such that all squares are filed, and that the puzzle is correctly drawn.
Lined hollow triangles: the line cancels if your line hits a hollow triangle, can be invisible.

Go: rounded squares act like go stones, and can be played to help.

3d (my interpretation): each face layer on the x, y, and z axis is a correct panel.

Multiple choice panel: select the correct quizlike options in a jungle based panel.

Partial status: all symbols in the O regions must be correct, all symbols in the X panel is wrong.

Tetra-meta: the tetrises solutions must make a path from start to end only landing in all pieces with all yellow cells.

Picross: picross but rounded squares depict the color of cells.

Platforming: you can go 3 vertices high off the ground, and you fall 1 vertex per 1 vertex traveled to the left or right without hitting your own line or ground.

Monastery + symmetry: self explanatory.

The pillar: in a grid, follow the pillar minigames correctly.

Worded clues: clues indicate a symbol that has to be determined.

Onlyconnect: squares but its determined by the word categories

Acceleration arrow: >, each straight segment has to be longer and longer.

Hollow diamonds: mariomak dice + squares

Symbol Split: a symbol that can choose between 2 symbols.

Paintbrush: colors a symbol into the brush’s color to make it correct.

Symbol transformer: transforms 1 symbol to a symbol indicated to make it correct.

Red bordered tetris: the sides marked red Doesn't matter for tetris satisfaction if you extend those red sides.

Portal tetris: if a tetris piece hits the end of the entire grid, it wraps to the corresponding edge marked.

Self referencial tetris: the tetris pieces are indicated by the rounded squares.

Maze in maze: 2 mazes in 1.

Masked symbols: symbols that mask themselves as other symbols.

Metatriangles: metapuzzles but the triangles are counted instead of the tetris pieces.

Audiologged (environmental): audio log indicate direction hidden in the log.

Boss panel: the negated panels need to be negated with the hp indicated, and the negated symbols disappear in the next phases.

Paperbased symbols: a paper you can grab, and insert onto the panel to solve.

"Null": All empties must be assigned to exactly 1 color, and has to be defined.

You and laser / tetris: tetris laser but in panel form.

"Hybrid": you need to satisfy all symbols indicated at once.

Understand: like seren's pentagons, but 1 cell wide, and start and end are indicated by region, and you need to figure out the rules.

Minus / supersymbols: all symbols are given (negative constraints) (for minus, indication is a big red minus, and supersymbols are indicated by a glow on the symbols)

2^: all partitions must be sized to unique powers of 2.

Punishment puzzle: follow the punishment to find the true solution.

Rgb all: all pairings in each rgb channel is satisfied.

Extra paint: 8 eps in a keep presureplate fashion.

3d tetris: each layer is tetris applied, and the hollow acts like a 2d piece that can be rotated in any way, but the last result is projected into 2d, and has at most 1 tetris square.

Badly drawn: panels that are badly drawn and need to be deduced.

Town sound with breaks: both panels have breaks

Town sound with symmetry: the hexagons has symmetry, and the line to sound has multiple endpoints, which means you can play a sound at the same time and get a valid solution.

Statuscoloring: the panel is evaluated once to color the symbols based on status, and then revaluated to see if its correct.

Drawable symbols in cells (joke): you can draw any symbols in cells to activate that effect.

= symbol: Symbols marked with the same colored = must all be correct or all be wrong.

Numbered ?: the number should indicate the amount of exact ways to make the tetrominos fit into a partition.

Audiologed (symbol) (joke): the audiolog must be activated and the panel has to be solved before it deactivates.

Concavity: in orthogonal directions, if any imaginary dart swaps counted yes, then no, then yes, then the symbol is satisfied

Symboldoku: the count of a symbol must follow variant sudoku rules. (minus 0 being not allowed)

“Noboby can be trusted”: all symbols needs to be known possible to be deleted.

Vowel dice (joke): the vowels in the discord messages when the puzzle is sent must be equal to the dice’s value with the indicated letter.

Direction dice: the times that the direction is used in the line is equal to the dice’s value in the indicated direction.

Witnessn’t: all points except the start and end points can’t have 2 lines in a vertex, and the start and endpoints must have 2 vertex, and all clues are wrong.

Line/antiline symbol: the line set symbol has to be present at least once in the drawn line, and the antiline set cant appear at all.

Rule cards: the object mixed with a rule card (which must be paired accordingly) must be followed with the symbols given.

Cat ears: the cat ears point like arrows and has to have an equal arrow count.

Puzl in puzl: the partition places start points and endpoints in the corners (indicated by symbol and up and down is prioritized first before left and right) and could fix a puzzle.

Mobius panels: indicated by arrows, self explanatory.

Meganegators: if the shape is drawn, it can eliminate any symbol in the grid to make it correct.

Crown: separated, and increasing partition size depending on symbol size of the same colored symbol.

45 degree symmetry.

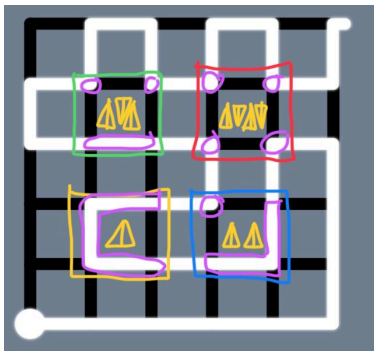
Deleted mino blocks: is usually attached to other mino blocks, and the deleted mino blocks adds a count of 0, but the OOB rule still applies in placing the shapes.

Penguin (lined ev): if the line touches a penguin cell, the line must move straight until it hits a wall, in which case it can turn. (if you start at the penguin, you can

choose the 1st direction) (the penguin cell is mandatory or optional depending on the shaded status.) (being penguified while hitting a penguin in my interpretation should return you back to normal, but you could argue otherwise)

Crewmate (from among us) (not a joke symbol): deletes the color in the partition with the most appearances in the partition with a crewmate.

Double-meaning symbol (Kate's revision): the symbol has an equivalent to the symbol mapped to the 2 pairs of panels that has to be deduced and solved with the same line.



Isosceles triangles: the triangles count how many “Drawn Line Segments” are adjacent to the cell.

Tent hybrids: the counts of the tent and the symbols mixed with the tent must have an equal count.

Cogs: symbols rotate the direction you moved adjacent to the cog.

Equal segments (lined v): the 2 lines touching the symbol must have an equal straight segment to each other before a turn is made.

Chess triangles: where the pieces move/attack will count towards the total if the line touches those points, and the number has to be equal to the piece

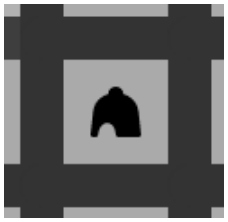
Half filled triangles: combined total of triangles and antitriangles

Recursion in witness

- - - Kube - - -

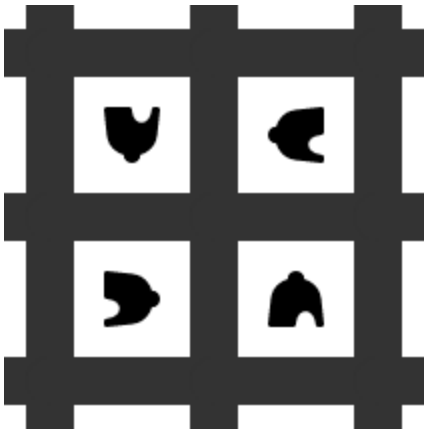
The symbols below this page have been created by Kube.

The following table shows all known symbols created by Kube. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.


Bells

🔔 Bells

...but fools rarely differ.



Author: Kube
Complexity: 3
Difficulty: 3
Versatility: 5
Celled//Standalone
Alt. Names:
Typical Color: Black, [Any]

Appearance

- In simplified look, they are semi-ovals with one nub extruding out of the opposite end from the base. The base has a smaller empty semicircle to it's left side.
- Bells can be rotated and flipped both horizontally or vertically.

Ruleset

- All bells of the same color must have exactly the same edges touched by the line.
- If the bells are rotated/flipped, the edges that must be touched by the line must be rotated/flipped accordingly too.

Symbol Breakdown

- - - Klyzx - - -

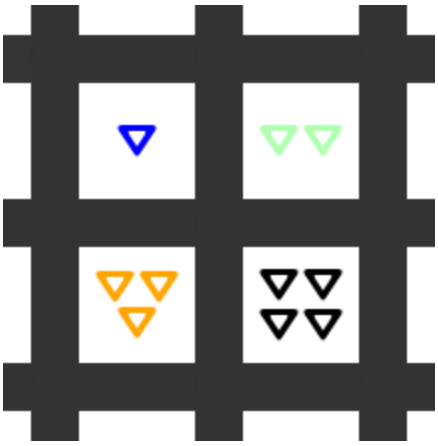
The symbols below this page have been created by Klyzx.

The following table shows all known symbols created by Klyzx. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

	
Anti-triangles	Black Holes (Revised)

▽ Antitriangles

Suddenly: Slitherlin'tks



Author: Klyzx
Complexity: 4
Difficulty: #
Versatility: #
Celled//Standalone
Alt. Names: &
Typical Color: Light Blue

Appearance

- A single/A group of upside down hollow triangles(s).

Ruleset

- The corners of the antitriangle symbols must contain exactly as many 90° turns by the line as the number of triangles on the symbol.

• Black Holes

Well, that sucks.

Author: Klyzx (originally from Pruz)
Complexity: 5
Difficulty: 4
Versatility: 3
Celled//Standalone
Alt. Names: Black flowers, spiral
Typical Color: Black (duh), [Any]

Appearance

- A blackhole canonically is like a whitehole but with the inside filled if the cells are not invisible (otherwise they are indistinguishable), and is commonly black instead of white, and in the simplified look, is an anticlockwise cyclone pattern.

Ruleset

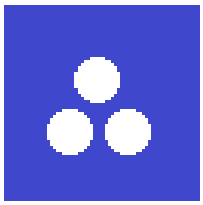
- The line must touch exactly 4 edges of black holes that are of a particular color. The same side/edge may not be touched more than once.

Symbol Breakdown

- - - Kusane - - -

The symbols below this page have been created by Kusane.

The following table shows all known symbols created by Kusane. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

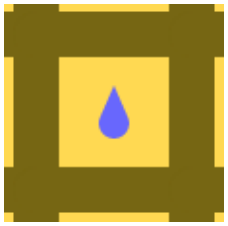
			
	Letter-in-a-Diamonds		Lined Symbols

Symbol Breakdown

- - - Maildropfolder- - -

The symbols below this page have been created by Maildropfolder.

The following table shows all known symbols created by Maildropfolder. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.


Droplet

💧 Droplet

Is this

Author: Maildropfolder
Complexity: 7
Difficulty: 6
Versatility: #
Celled//Standalone
Alt. Names: Drop
Typical Color: Blue

Appearance

- A typical water drop image.

Ruleset

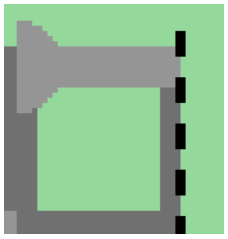
- Imagine that water starts coming out of the symbol. Water cannot pass through the line. The water can flow out of the sides of the panel.
- The water out of the droplet must be able to rise through the partition to at least a level such that the droplet symbol itself is submerged within its own water.

Symbol Breakdown

- - - MarioMak967 - - -

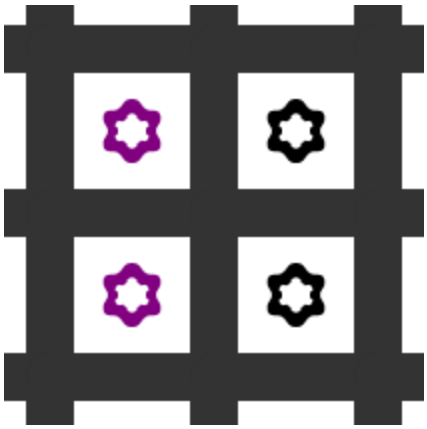
The symbols below this page have been created by MarioMak967.

The following table shows all known symbols created by MarioMak967. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Multi-colored Panels	Portals	Split Lines	Chips	Pyramids
				
	The blurring part is not included	Bog Blows	Johnathan Blues	

Chips

What do you mean I can't eat this?!



Author: Mak / MarioMak967
Complexity: 4
Difficulty: 3
Versatility: 3
Celled//Standalone
Alt. Names: [None]
Typical Color: Crimson, White, Black, [Any]

Appearance

- A hexagon whose lines have thickness. The lines are slightly "wavy", like sine waves.

Ruleset

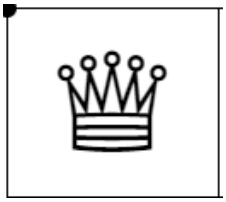
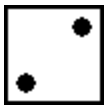
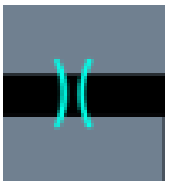
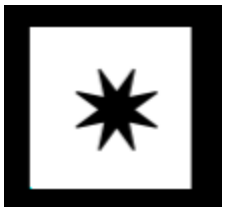
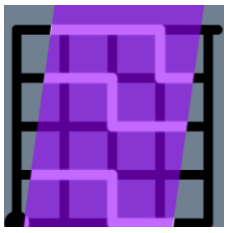
- All chips of a color must have all other symbols of the same color in their partition inside a single straight horizontal or vertical line. Their "line of sight" is not disrupted by the line.

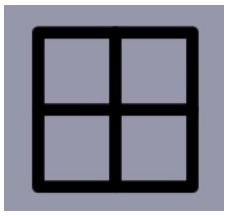
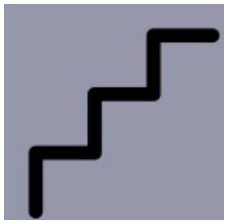
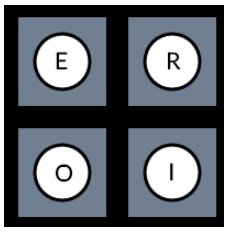
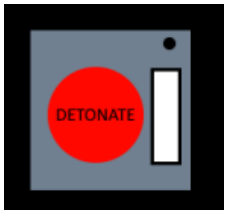
Symbol Breakdown

- - - McNiko67 - - -

The symbols below this page have been created by McNiko67.

The following table shows all known symbols created by McNiko67. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

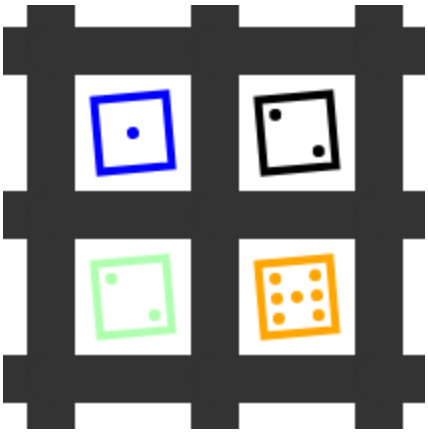
				
Kings	Queens	Rooks	Pawns	Bishops
				
Dice	Dollars	Card Suits	Portals	5-Pointed Stars
				
Star Dot Gates	4-Pointed Stars	8-Pointed Stars	Crystals	

				
		4SET	CURRENT	UNDIVIDER
				
FUSE	GRID	PENTAGON	DOUBLE DIAMOND	REPEATER
				
Half-Tiles	Windows	Stairs	Doors	Chimneys
				
Red Half-Tiles				Boggle
				

	Right Signs	Wrong Signs	Rockets	Rocket targets
				
Scissors	Gears		6-Pointed Stars	Question Marks
		Tape Drives		

🎲 Dice

This text is supposed to be funny.



Author: McNiko67
Complexity: 3
Difficulty: 3
Versatility: 3
Celled//Standalone
Alt. Names: Dices, Die
Typical Color: Green, White, [Any]

Appearance

- A dice face with regular dice pips. There can be anywhere from 1 to 9 pips on it.

Ruleset

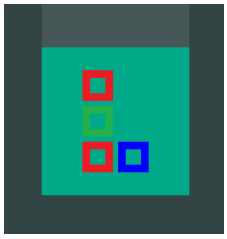
- Dice must be in a region with an area equal to the number represented by the pips on their face. You can have some dice in the same region, in which case, the region is the sum of the pips in total.

Symbol Breakdown

- - - meso - - -

The symbols below this page have been created by meso.

The following table shows all known symbols created by meso. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

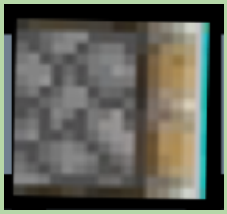
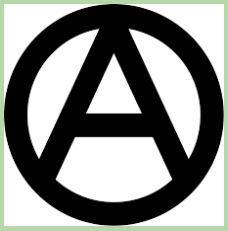
			

Symbol Breakdown

- - - noneuclidean - - -

The symbols below this page have been created by noneuclidean.

The following table shows all known symbols created by noneuclidean. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

			
	Anarchies		

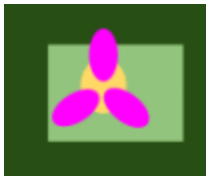
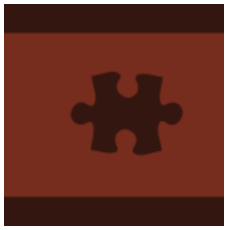
Symbol Breakdown

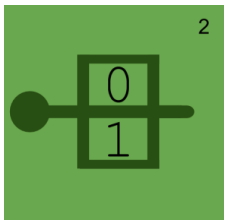
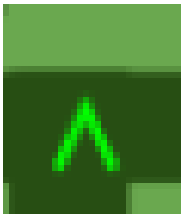
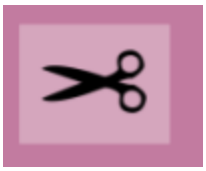
Anarchy: any symbol in the region with it has to be wrong eah
Redstone line & torch: basically pruz key but ironic
Piston: when activated by redstone, push puzl 1 square

- - - PANOPTES - - -

The symbols below this page have been created by PANOPTES.

The following table shows all known symbols created by PANOPTES. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Flowers	Card Suits	Suns	Moons	Another Flowers
				
Bees	Humans	Trains	Clocks	Aries
				
	5-Pointed Stars			

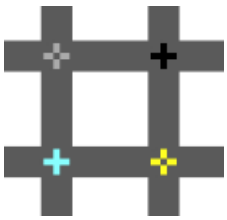
				
				
				
				Scissors

Symbol Breakdown

- - - prod - - -

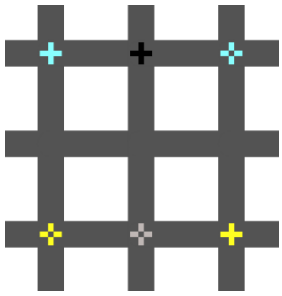
The symbols below this page have been created by prod.
Tfw i'm documenting my symbol

The following table shows all known symbols created by prod. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Crosses	Diamonds	Darts	Two-by-twos	Upscalers
				
	Downscalers	Lined Negators	White Holes	Nulls*

*Null symbol is identical to ItzShaun's Celled Hexes in shape.

✚ Crosses



Straight to the point.

Author: prod
Complexity: 3
Difficulty: 3
Versatility: 5
Lined (V) // Standalone
Alt. Names: Plusses & Straight Hexagons
Typical Color: Gray, Black, Cyan, Yellow

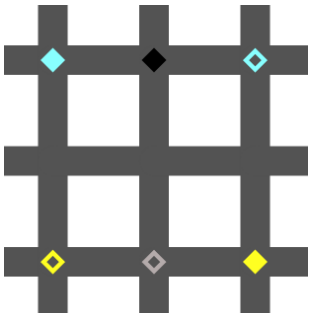
Appearance

- A cross that may or may not have an empty space in the intersection, typically gray if there's empty space in the intersection and black if there's not. They may also be colored corresponding to the line's color if there's symmetry.

Ruleset

- If you turn on ANY cross, the symbol fails and cannot be eliminated by the negator.
- If you are not on a cross with a nonempty intersection at all, the symbol fails but can be negated.
- If you don't match the symmetry color of the cross, even if you satisfy the 1st rule, the symbol fails and it cannot be negated.
- If none of the rules above apply, the symbol succeeds.

◇◆ Diamonds



That took an interesting turn.

Author: prod
Complexity: 3
Difficulty: 3
Versatility: 5
Lined (V) // Standalone
Alt. Names: Tilted Squares & Turning Hexagons
Typical Color: Gray, Black, Cyan, Yellow

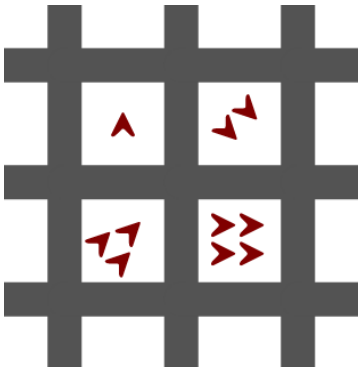
Appearance

- A diamond that may or may not have an empty space in the shape, typically gray if there's empty space in the shape and black if there's not. They may also be colored corresponding to the line's color if there's symmetry.

Ruleset

- If you go straight through on ANY diamond, the symbol fails and cannot be eliminated by the negator.
- If you are not on a diamond with a nonempty shape at all, the symbol fails but can be negated.
- If you don't match the symmetry color of the diamond, even if you satisfy the 1st rule, the symbol fails and it cannot be negated.
- If none of the rules above apply, the symbol succeeds.

≫ Darts



Hitting a full 180.

Author: prod
Complexity: 5
Difficulty: 5
Versatility: 4
Celled // Standalone
Alt. Names: Weird Arrows, Pointer Heads, & Region Indicators
Typical Color: Maroon

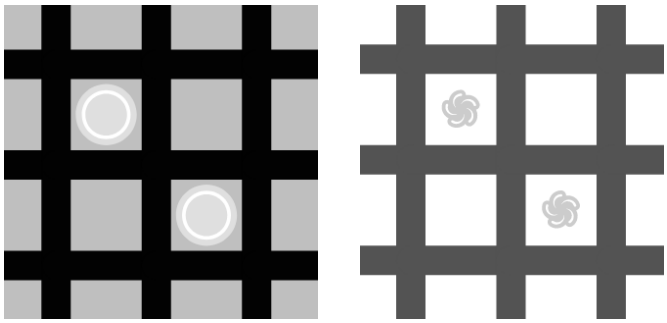
Appearance

- A dart is a mouse arrow without its body, a cell can have 1-4 darts in 1 cell.

Ruleset

- A dart must point **EXACTLY** the amount of cells in the same partition as the arrow to be satisfied, otherwise it would fail.
- Note that it's like a Sigma Arrow in which it won't stop counting if it hits a different partition, meaning you can have non counted gaps between partitions early on and still be okay.

⚪ White Holes



Well that won't suck.

Author: prod
Complexity: 5
Difficulty: 6
Versatility: 4
Celled // Standalone
Alt. Names: Cornered black holes, White flower, Clockwise spiral
Typical Color: White

Appearance

- A white hole canonically is like a blackhole but without the fill on the inside if the cells are not invisible (otherwise they are indistinguishable), and is commonly white instead of black, and in the simplified look, is a clockwise flower pattern.

Ruleset

- It acts like a black hole, but instead of needing to make a box with adjacent edges drawn per different colored blackhole, you need to make the points of a box with the adjacent drawn vertices per differently colored white hole.
- It is fixed in the orientation, and a vertice cannot overlap or be missing or the symbol fails.
- White holes of the same color are additive, so you can visit at most 4 vertices adjacent to all white holes of the same color.

∅ Nulls

Luigi wins by doing absolutely nothing.

Author: prod
Complexity: 1
Difficulty: 1
Versatility: 2
Celled//Paired [Any]
Alt. Names: Null Symbol, Gerrymandering Symbol, Celled Hexagons, Celled Dots
Typical Color: Black, [Any]

Appearance

- A hexagon, but inside a cell instead of the line.

Ruleset

- This symbol does nothing on its own.
- It is meant to be paired with other symbols that involve the color of other symbols.

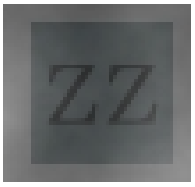
Symbol Breakdown

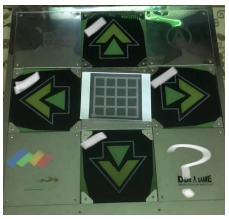
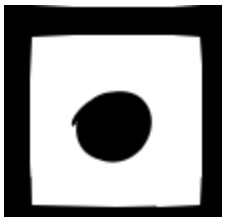
Cross: only go straight
Filled cross: only go straight (must touch)
Diamond: only curve
Filled diamond: only curve (must touch)
Darts: count number of cells in this region in that direction, doesnt stop if it encounters cells that arent this region
2x2s: dont make a 2x2 containing this cell
Upscalers: artless' carrots except x2, so 1x1 + ^^ = 4x4
Downscalers: yes
Lined Negators: acts like a normal negator, however when drawn over, nullifies a symbol that is drawn over
White Hole: klyzx's revised black hole but corners instead of edges

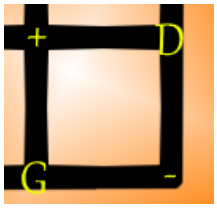
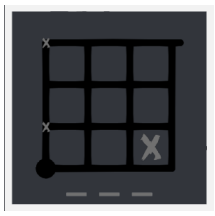
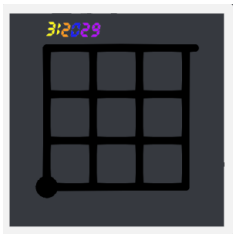
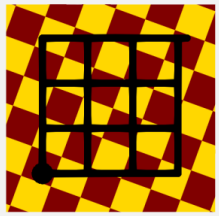
- - - Pruz - - -

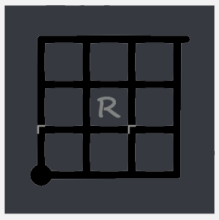
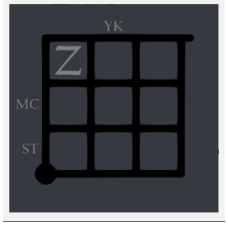
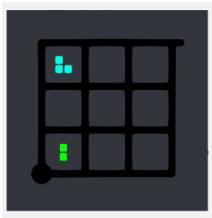
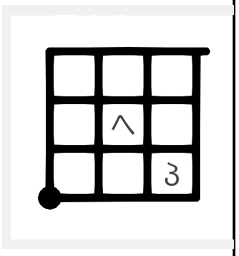
The symbols below this page have been created by Pruz.

The following table shows all known symbols created by Pruz. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

				
Zs	Numbers	Balloons	Bamboos	Waters
				
Xs	Wolves	Sheeps	Notes	Children
				
Clouds	Branches	Trees	Gallery Gimmick	Rotators
				

		Exclamation Points		
				
Cracks	Foxes	Rocks		Top Hats
				
	Vs	Percents	Leaves	Black Holes
				
	Backward Zs			Alephs
				
	Inequality Symbols		Red Polyominoes	Green Polyominoes

				
			Numbers	
				
				
Dragons	Kings	Queens	Jacks	
				
	Code Cracking	Day Codes	Alphabetic Boxes	Checkerboards
				

				
				Rejected Maze
				
CACTUS	Questionable Tetris	Arrows		Macaronies
				
Fountain Pen		Eyes	Glyphs	

Pruz what the fuck

Symbol Breakdown

Number: Literally triangles
Eyes (Pruz) - The sum of the 4 orthogonal sigma arrows in the cell (facing an edge)
Code Cracking / Day Codes / Alphabetic Boxes / Checkerboards / Rejected Maze / CACTUS / Questionable tetris / Glyphs - Refer to this here

- - - Radiazia - - -

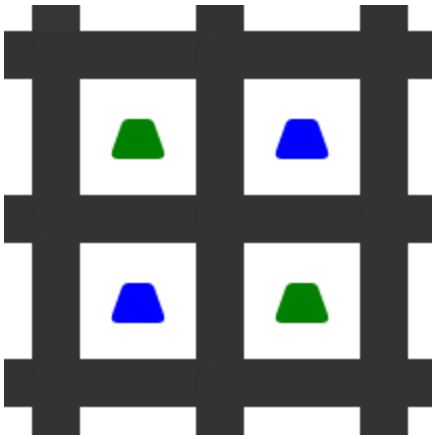
The symbols below this page have been created by Radiazia.

The following table shows all known symbols created by Radiazia. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

	
Sizers (Revised)	Sizers

⏢ Sizers (Revised)

h



Author: Radiazia
Complexity: #
Difficulty: #
Versatility: #
Celled//Standalone
Alt. Names: Trapezium
Typical Color: Yellow, [Any]

Appearance

- A solid trapezium.

Ruleset

- All sizers of the same color are to be in regions that have the same amount of cells.
- If multiple sizers are in a region, the number of cells in the region must be equal to the sum of the sizers' cells-in-region values.

Symbol Breakdown

Sizers: only 1 can exist per region, every region containing this symbol must have equal size

Sizers (revise): each color of sizers hold a value, every region must have (sum of all sizer number in this region) cell size

- - - Randomiser - - -

The symbols below this page have been created by Randomiser.

The following table shows all known symbols created by Randomiser. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

Anti-square	Scalable Stars

Symbol Breakdown

- - - Raz- - -

The symbols below this page have been created by Raz.

The following table shows all known symbols created by Raz. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

			
Multi-suns	Bears	Stazzies	Soups

Symbol Breakdown

Soups: 1 triangle

- - - Seren☆ - - -

The symbols below this page have been created by Seren☆.

The following table shows all known symbols created by Seren☆. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.


Incomplete Pentagons

🌉 Incomplete Pentagons

“Not interested.”

Author: Seren
Complexity: 7
Difficulty: 5
Versatility: 3
Celled//Standalone
Alt. Names: Claws, Bridges
Typical Color: Orange, White, Black, [Any]

Appearance

- A pentagon with one side open. The resulting line segments have some width. The open ends of the lines comprising the pentagon are slightly tilted.

Ruleset

- All incomplete pentagons of the same color must have exactly a single possible path they can take through the cells on the grid to all other incomplete pentagons of the same color.
- The single possible path can pass through empty spaces and other symbols of the same color. The path cannot pass through the line and other symbols of a different color.

Symbol Breakdown

Incomplete Pentagons: Exactly one path from every bridge to every other bridge of the same color, can pass through things of the same color

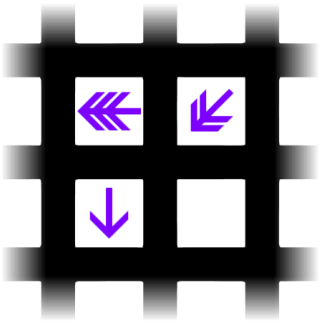
- - - Sigma144 - - -

The symbols below this page have been created by Sigma144.
The Arrow symbol is included in a “randomizer” mod for the original game which you can find here. This mod should be run in tandem with an open game. Most Witness puzzle solvers and editors with community symbol support will feature the Arrow.

The following table shows all known symbols created by Sigma144. Any unknown symbols are included but do not have an entry. Click on a symbol’s name to visit its entry.


Arrows

↟ Arrows



Oh, that's a new one. How random.

Author: Sigma114
Complexity: 3
Difficulty: 5
Versatility: 4
Celled // Standalone
Alt. Names: Arrowheads, Sigma's Arrows, Pointers
Typical Color: Purple

Appearance

Multiple arrowheads connected by a line or "shaft". The direction the arrow is pointing is either directly to an edge or a vertex.

Ruleset

- The number of arrowheads on the arrow must equal the number of covered edges/vertices in the arrow's direction. Otherwise, it will fail.

Symbol Breakdown

Arrows: the line must cross the edges/vertices pointed at by the Arrow, exactly as many times as represented by the arrow.

- - - skyeward - - -

The symbols below this page have been created by skyeward.

The following table shows all known symbols created by skyeward. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

Spirals

Symbol Breakdown

- - - sus - - -

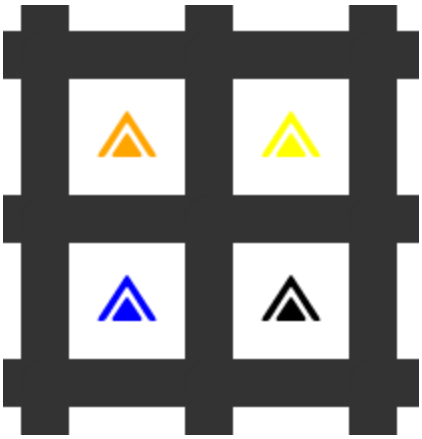
The symbols below this page have been created by sus.

The following table shows all known symbols created by sus. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

			
		Tents	

🔺 ? Tents

Great minds think alike



Author: Sus
Complexity: 4
Difficulty: 3.5
Versatility: 5
Celled//Standalone
Alt. Names: Tenuous Triangles, Variable Triangles
Typical Color: Orange, Yellow, Gray, [Any]

Appearance

- A triangle in the center with a thin ray slightly above its topmost point that has the same angle as the topmost angle.

Ruleset

- Tents are X-valued triangles, where X = the # of edges of other tents of the same color touched by the line. In other words, all tents of the same color must have the same number of edges touched by the line.
- X cannot be 0.
- X must be different on different colored tents.

Symbol Breakdown

Tents: each color holds a value from 1 to 4, variable triangle, same colored tents must have same amount of sides
Infinite star: win regardless of anything
Infinite negator: lose regardless of anything
Star negator: negates every bs symbols

- - - The WitnessTest™ Pacergram - - -

The symbols below this page have been created by The WitnessTest™ Pacergram.

The following table shows all known symbols created by The WitnessTest™ Pacergram. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

		
Hs	Empty Set Symbols	Squiggly Line Stars

Symbol Breakdown

- - - thefifthmatt - - -

The symbols below this page have been created by thefifthmatt.

The following table shows all known symbols created by thefifthmatt. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

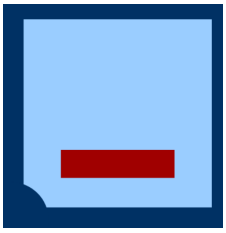
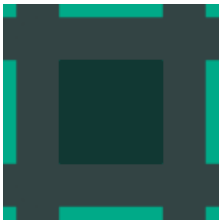
God is dead.

Symbol Breakdown

- - - TheFullestCircle - - -

The symbols below this page have been created by TheFullestCircle.

The following table shows all known symbols created by TheFullestCircle. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

		
Bar	Mirror	Inside-Out

▂ Bar

You gotta be over 21 to solve these puzzles. (prod please come up with a funnier joke)

Author: TheFullestCircle
Complexity: 3
Difficulty: 3
Versatility: 5
Cell // Standalone
Alt. Names: N/A
Typical Color: Maroon

Appearance

- Bars are short rectangles next to one of the sides of the cell they're in.

Ruleset

- Bars must be in a region that touches the edge of the puzzle that the bar indicates, without the line separating them (e.g. a bar touching the bottom of its cell needs to be in a region that connects to the bottom of the puzzle).

⍁ Mirror

“light go boing boing. it bouncy. sunlight” —Zimodo

Author: TheFullestCircle
Complexity: 5
Difficulty: 7
Versatility: 5
Cell // Standalone
Alt. Names: N/A
Typical Color: Cyan

Appearance

- Mirrors are cyan squares with a diagonal white stripe down the middle.

Ruleset

- Mirrors will check directly above them, below them, to the left of them, and to the right of them until they meet the line. If they see a symbol, they’ll check if they can see the cell directly opposite the symbol’s cell (e.g. if there’s a sun 2 cells to the left of the mirror, it’ll check 2 cells to the right). The puzzle will act like there’s a second copy of the symbol in that location. (If one of the reflected symbols is wrong, the mirror itself will flash). Mirrors don’t need to reflect anything to count as correct, and they can reflect each other (including mirrors that are themselves reflections).
- The reflected symbol will be flipped from the original (horizontally or vertically depending on whether the symbol is horizontally or vertically next to the mirror), if applicable.

◘ Inside-Out

Named after what it does to your brain

Author: TheFullestCircle
Complexity: 3
Difficulty: 5
Versatility: 4
Disconnected // Standalone
Alt. Names: probably some
Typical Color: N/A

Appearance

- In an inside-out puzzle, certain cells are the same shade as the outside of the puzzle, or the shade that it would normally be if the outside is unshaded.

Ruleset

- The shaded cell is treated the same as the outside of the puzzle; it closes regions.
- If the outside of the puzzle is unshaded, then it isn't treated like the outside; regions can go into it and continue on the other side. (Note: if you use this mechanic in conjunction with polyominoes, people will get mad at you.)

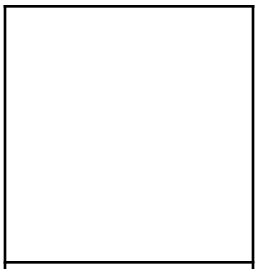
Symbol Breakdown

Bar: Group it with whatever edge of the panel the bar indicates
Mirror: Creates a second copy of any symbols in the same row/column on the opposite side of it, if both the symbol and the new location are within line of sight of the mirror
Inside-Out: Treat that cell like it's the panel border and the panel border like it's a cell

- - - TheGreatEscaper - - -

The symbols below this page have been created by TheGreatEscaper.

The following table shows all known symbols created by TheGreatEscaper. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.


Shaun talk about witless i know shit abt it

Symbol Breakdown

- - - unsuspiciousperson - - -

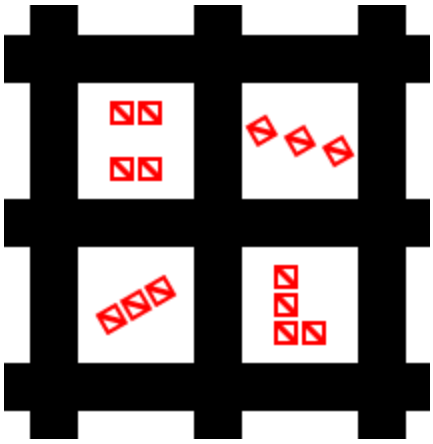
The symbols below this page have been created by unsuspiciousperson.

The following table shows all known symbols created by unsuspiciousperson. Any unknown symbols are included but do not have an entry. Click on a symbol's name to visit its entry.

		
Dicey Symbols	Dicey Symbols	Antipolyominoes

Antipolyminoes

Bass boosted Korobeiniki plays in the background...



Author: unsuspciousperson
Complexity: 5
Difficulty: 4
Versatility: 4.3
Celled//Standalone
Alt. Names: Anti-polymino, Antitetromino, Anti-Tetromino, Antimino
Typical Color: Red

Appearance

- Like a regular Polymino, but there is a line going through the diagonal of each “cell” in the polymino, from top left to bottom right.
- It can also be rotated, like other polyominoes/hollow polyominoes.

Ruleset

- All antiminoes must NOT be able to fit anywhere within their partitions.
- If the antimino is rotated, every possible rotation of the symbol must be unable to fit within the partition.

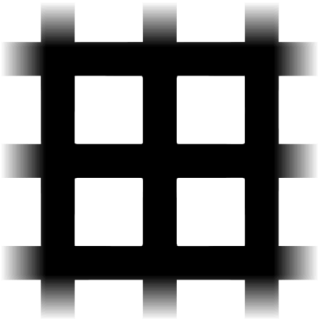
Symbol Breakdown

Dicey symbols: the symbols with solid background colors that are not part of the panel have to be “inserted” in the dotted sections of the panel in any order before solving.

Antipolyminoes: The shape denoted by the polymino may not fit anywhere in its region.

TEMPLATE

null ERROR



Author:
Complexity: #
Difficulty: #
Versatility: #
//
Alt. Names: &
Typical Color: &

Appearance

- [to be written]

Ruleset

- [to be written]

List of actually good symbols (wip)

Every Vanilla Symbol (debatable)
Arrows - sigma
Dice - niko
Cross / Diamonds - prod
Xs / Scratches - shaun
XVtris - pruz(kate)
Divided Diamonds - shaun
Antipolyominoes - unsus
Chips - mak
Bridge - seren
Sizer - radiazia
Tent - sus
Copiers - gentova (maybe change the symbol design)
Ianpep - crystals
Shadow deleters - unsus