```
talos_solve(board, sigils)
```

is board big enough?

No → return false

Yes ↓

```
return talos_solve(board, sigils, 0)
```

```
talos_solve(board, sigils, index)
```

is index >= sigils.size() ?

Yes → Board already solved, return true

↓

try to place sigils[index] for all unchecked rotations and coordinates on board, stop at first successful placing

↓

was a (rotation, coordinate) pair successful?

No → return false

Yes ↓

```
status = talos_solve(board, sigils, ++index)
```

↓

Is status == true?

No ↑ (loop back to "try to place sigils[index]...")

Yes → return true