

## Setup

Arrange the twenty-five tiles according to the “In The Beginning” diagram. Place Duckthulhu off the board, directly west of the meteors in the westernmost column.

The ritual proceeds in five phases of five steps each. In each step, the cultists alter the sky to form a constellation, and Duckthulhu acts based on the pattern created.

## Cultists

The cultists alter the sky as detailed in their instructions for the current step of the ritual. They can make three possible moves:

- Push a tile in one of the four cardinal directions. If there is a tile in the space being pushed to, it too is pushed, and so on, wrapping around the edges of the board if necessary. (Thus, at the beginning of the ritual, pushing any tile will cause its entire row or column to cycle)
- Switch two adjacent (horizontally or vertically) tiles. This cannot switch a tile with empty space. Tiles are not considered adjacent if they are on opposite sides of the board- a switch cannot wrap around.
- Flip one or more tiles.

Duckthulhu is beyond the grasp of mortals- any move that would switch a tile with him, push him, or flip him is invalid. (However, Duckthulhu is not a tile, so an instruction like “Flip every tile in any one row” is valid for the row containing Duckthulhu.)

If there are multiple possible moves based on the instructions, exactly one move will create a valid constellation (one for the current phase of the ritual that has not already been formed). The cultists will take this move.

## Duckthulhu

After the cultists take their move, Duckthulhu examines the sky for one of the dread patterns that will unleash his power.

Each of the five phases has five constellations indicated on the star chart, with a direction of travel for each. A constellation is a pattern of symbols that must appear somewhere in the sky for Duckthulhu to take the given move- the pattern can be rotated but not reflected.

A dashed square in a constellation is wild, and means that any tile (or lack of tile) can go in that space. (Do not confuse this with the solid empty square, which corresponds to the tile with no stars on it.) A space with no tile in it cannot be part of a constellation, other than in a dashed square.

Exactly one unused constellation from the current phase will be present after the cultists take each step. Based on the indicated constellation, Duckthulhu moves two squares in one direction and one square in a perpendicular direction, paying no heed to what lies between him and his destination. He will always land on a tile, which he immediately devours (removing it from the sky).

After every fifth step, all five constellations for that phase will be used, and the ritual advances to the next phase. After twenty-five steps, all the tiles will be devoured, and the sky will be empty. Duckthulhu is unleashed upon a screaming world, and the cultists revel as their race perishes.

Cultist instructions:

1. Flip all tiles in the center column.
2. Switch the crescent moon with the tile below it.
3. Slide a tile in the southernmost row east.
4. Switch an adjacent five star and four star tile.
5. Slide a tile in the southernmost row north.
6. Flip the tiles in the four corners of the board.
7. Switch an adjacent pair of tiles in the top row.
8. Slide any tile south into an empty space.
9. Flip all tiles in one row.
10. Slide any tile south.
11. Slide a tile in the westernmost column east.
12. Switch a gibbous moon with an adjacent tile.
13. Flip any tile in the easternmost column.
14. Switch any adjacent pair of tiles.
15. Slide any tile west.
16. Flip every tile in one column.
17. Slide any tile east into an empty space.
18. Switch any adjacent pair of tiles.
19. Flip every tile.
20. Slide any tile west.
21. Flip two tiles with the same symbol.
22. Switch the only adjacent pair of tiles.
23. Slide a tile with one star in any direction.
24. Slide any tile in any direction.
25. Flip the last remaining tile.