



### 3, 2, 1, NUN

- Move the clock 1 min. & flip the sand timer
- Move your 1st child 3 spaces
- Move your 2nd child 2 spaces
- Move your 3rd child 1 space
- Move a nun any # of spaces
- Pass the sand timer

### REMEMBER

- Children move like a rook, but backtrack and change direction
- Nuns move like a queen in one direction
- Pieces can move freely through a space occupied by another piece
- A child can only land on a child if nuns can't see & starts a fight (take 1 coin)
- A child can only land on a nun to tattle
- A nun landing on a child or nun shoves it
- A nun or child landing on a fight breaks it up
- Pieces share the safety squares peacefully
- Pieces can't move or see through obstacles
- A kiss earns 2 coins from each player; it ends the game, as does reaching 30 min.

