

# Kitty, Starry and the Princess

Help Kitty meeting the Princess while avoiding Starry.

- Start by placing the tokens at their starting location. To move a token from a location to another roll a die. If there is a road in that direction (see the bottom right of the map) the token moves there.
- At each turn:
  - Move **Starry** throwing two dice: move her according the first die (if possible) **and then** according the second one (if possible). This means that at each turn Starry moves by 0, 1 or 2 steps depending on the dice roll.
  - Move the **Princess** throwing two dice: move her according the first one (if possible) **otherwise** move her according the second one (if possible). This means that the Princess can only move by 0 or 1 steps at each turn.
  - Move **Kitty** throwing two dice: choose which one you want to move her accordingly. Kitty can only move by 0 or 1 steps at each turn. You can choose a die even if there is no road in that direction (but you have to choose one!)
- Starry and Princess block each other's path, they can't be in the same location.
- Princess can't move where Kitty is (after all is Kitty that must reach the Princess, not the other way around).
- If Starry and Kitty end in the same place you **LOSE**.
- If Kitty reach location where the Princess is, you **WIN**.



Cut out the tokens and place them on their starting position marked with their symbol: heart, star and crown.

There is also an online version for you to try:  
<http://tiny.cc/igdkitty>