

SANRIO CHARACTERS

Pitter Patter Flipper



Game Setup

1. Game board **1**

Assemble the Game board and place it in the central playing area.

2. Goal Cards **2**

Shuffle the round cards face down and deal one card to each player. Players may look at their card and then place it face down. Unused goal cards should be returned to the box. Players can check their goal cards at any time.

3. Character Cards **3**

Shuffle the square cards face down and deal two cards to each player. The remaining cards are divided into 3-4 draw piles. **4**

Starting the Game

The player who likes Hello Kitty the most goes first. Alternatively, decide the first player by rock-paper-scissors or a similar method.

1. Draw a Character Card

Draw one character card from any draw pile and add it to your hand. If no draw pile remains, skip this step.

2. Choose one character card from your hand and place it on the game board. **5**

(1) If it is not a Hello Kitty card

You can place the card on any empty space. Alternatively, you can place it on a face-down character card.

(2) If it is a Hello Kitty card

You can place it on a space with a face-up character card.

3. Resolve the Effect of the Character Card

(1) If a non-Hello Kitty card is placed

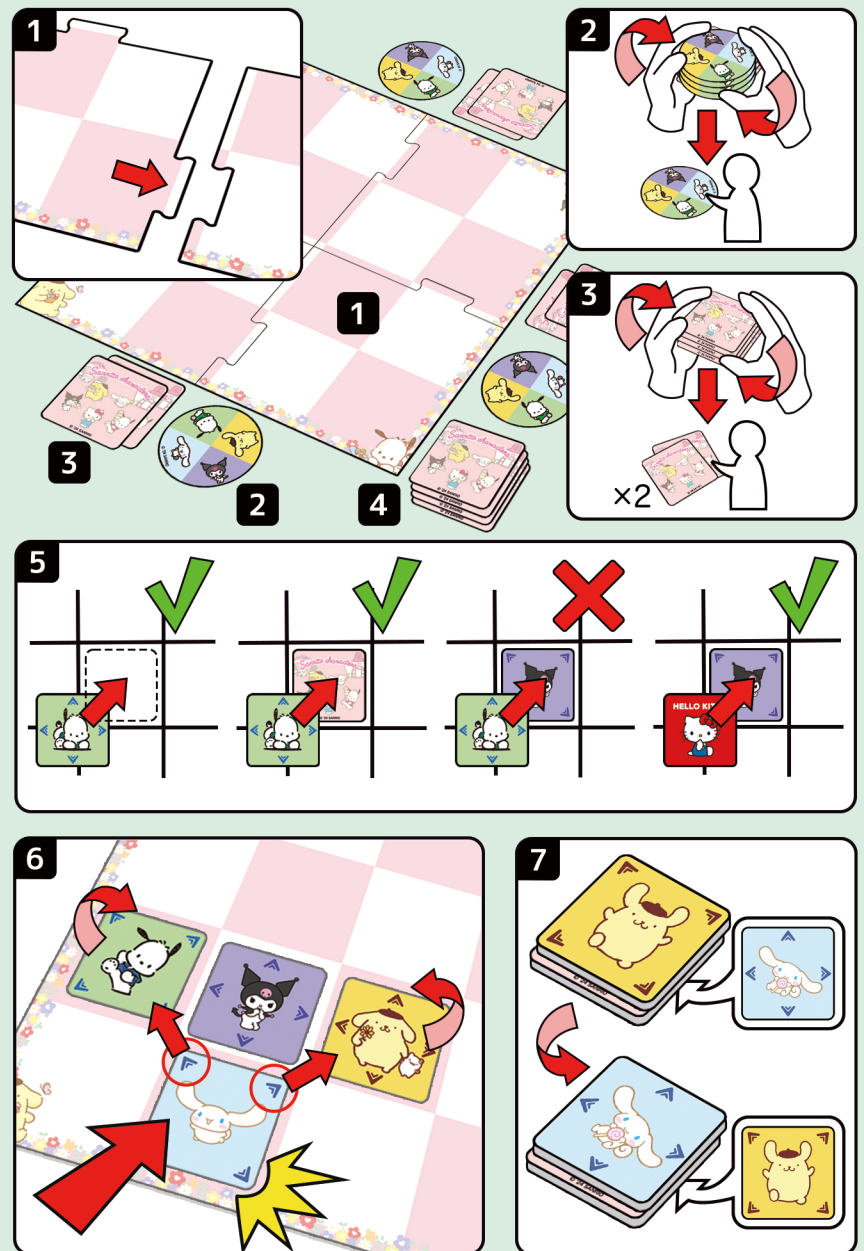
Flip all character cards in the direction of the arrows. **6**

① If there is one face-up character card, Turn it face down.

② If there is one face-down character card, Turn it face up.

③ If there are two character cards stacked on top of each other, flip the stack over as is. **7**

Components



(2) If a Hello Kitty card is placed **8**

Remove this card and the character card it was placed on from the game board.

① If it is placed on one face-up character card, remove that card.

② If it is placed on two stacked character cards, remove only the face-up card. Keep the Hello Kitty card in front of you but do not return it to your hand.

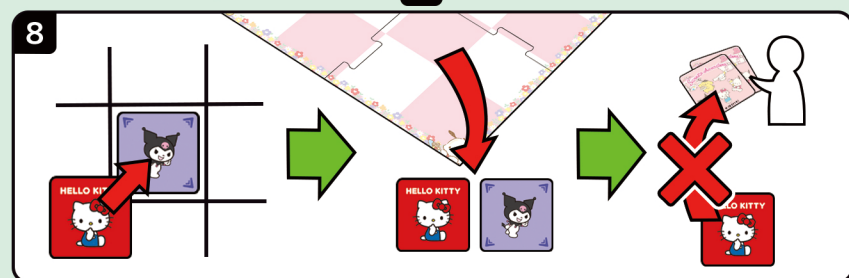
4. Once the effect is checked, the next player takes their turn, proceeding from Starting the Game. When no more spaces are available or all players' hands are empty, proceed to "End of Game".

End of Game

All players reveal their goal cards. Count the number of face-up character cards on the game board.

(Do not count characters without a goal card.)

The player holding the goal card that matches the character with the most face-up cards wins. **9**



Q&A

Q1. What if there is a tie for the most character cards at the end?

A1. The player with the fewest Hello Kitty cards in their possession wins. If still tied, all tied players win.

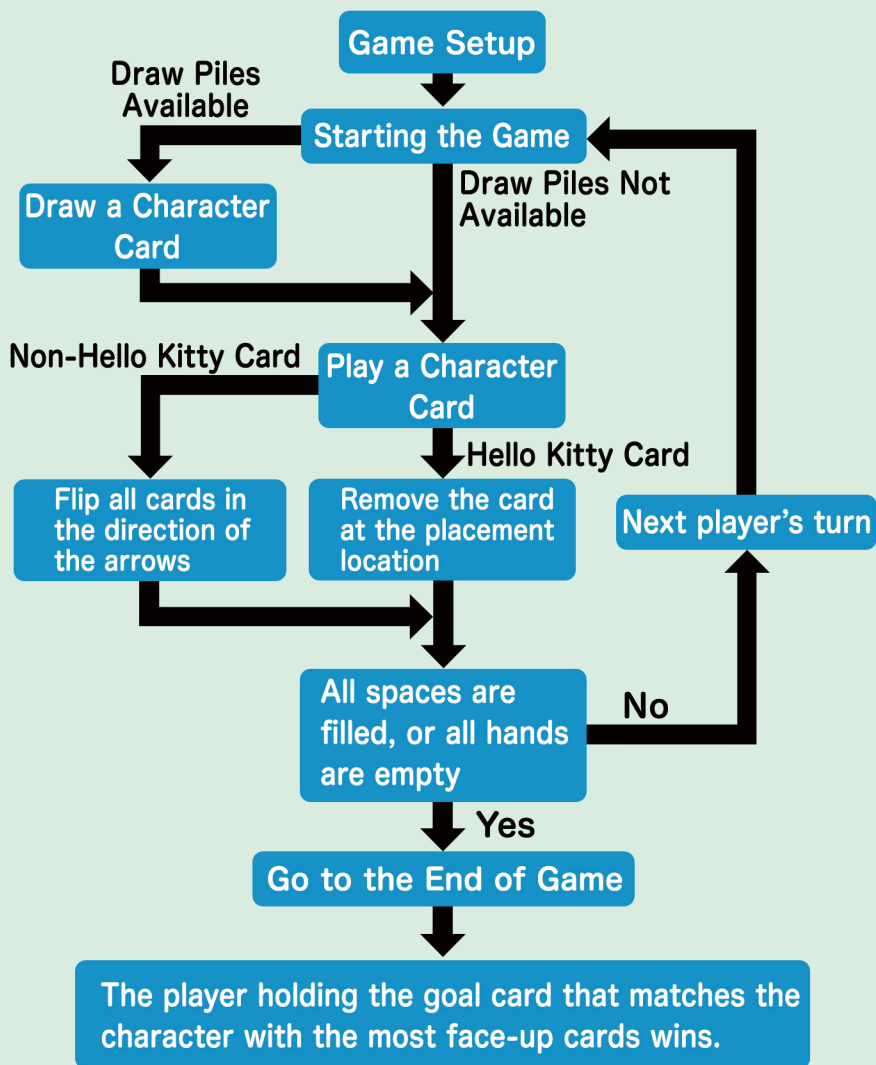
Q2. Can I check face-down character cards on the play board?

A2. No, you cannot.

Q3. Can I skip my turn?

A3. No, you cannot skip your turn.

Game Flow



GOTTA2



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