

For 2 to 4 players  
Ages 3 and up

# HELLO KITTY® MAKE A MATCH

## RULES

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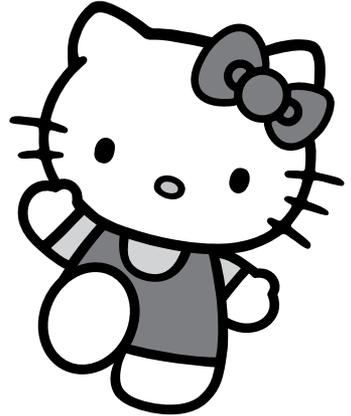
48 game cards, 1 Hello Kitty figure

### OBJECT:

To be the player with the most points at the end of the game.

### GAMEPLAY:

1. Mix all the cards and place them, face down, in 6 rows of 8 cards each.
2. The youngest player starts by turning over any two cards so all players can see them. If the two cards match, that player places them next to him/her. That player also gets to take one extra turn (even if they get a match on their second turn). The player to the left now selects a pair and so on. If the two cards do not match, put them back where they were, face down, and the player to the left now takes their turn.



### SPECIAL CARDS:

There are 3 types of special cards in the deck, as follows:



### TAKE HELLO KITTY

- 10 "Take Hello Kitty" Cards: When you get a pair of these, you get to take the Hello Kitty figure from the table or from the player who has it.

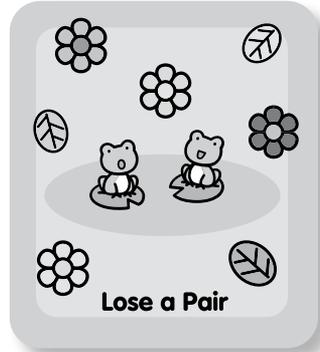


### **WILD CARD**

- 2 "Wild" Cards: ANY other card you pick with this (including a Lose a Pair card or a Take Hello Kitty card) becomes an instant pair!

### **LOSE A PAIR**

- 4 "Lose A Pair" Cards: When you get a pair of these, you lose ONE of the pairs you have (return both pairs to the box).



### **ENDING AND WINNING THE GAME:**

After there are no more matches to be made, players count up all the cards they have. The player who has the Hello Kitty figure at this time adds an extra 4 points to their score. The player with the most points wins.

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We appreciate your comments on Hello Kitty Make a Match. Please send your correspondence to:

Pressman Toy Corporation  
Dept: Hello Kitty  
121 New England Ave.  
Piscataway, NJ 08854-4126 U.S.A.

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