SPRUNKI · CROCHET

The Sprunki Amigurumi Book

Source patterns and draft adaptations for twenty characters.



Third edition · 28 October 2026 · sprunki.com/blog/sprunki-amigurumi-patterns
For personal, non-commercial use. Anne R. made the photographed source examples; our edited instructions await her review. Eighteen character adaptations remain untested drafts.

Contents

The source-pattern chapters come first. Each of the eighteen character adaptations then has four pages: the character, making it, its horror form, and a reference plate.

TECHNIQUE

01 How to use this book 3
02 Before you start 4
03 The stitches 5
04 The shared body and head 7
05 Eyes, eyelids and faces 13
06 Assembly and finishing 17

SOURCE PATTERNS

07 Mr. Sun 19
08 Mr. Tree 22

CHARACTERS

09 Black 26
13 Brud 30
17 Clukr 34
21 Durple 38
25 Fun Bot 42
29 Garnold 46
33 Gray 50
37 Jevin 54
41 Mr. Fun Computer 58
45 Oren 62
49 OWAKCX 66
53 Pinki 70
57 Raddy 74
61 Simon 78
65 Sky 82
69 Tunner 86
73 Vineria 90
77 Wenda 94

REFERENCE

81 Colour index 98
82 Troubleshooting 99
83 Corrections, and how to send one 100
84 Licence, credits and sources 101

How to use this book

Keep this print companion beside your yarn. The website carries the current corrections and links to Anne R.'s original PDFs.

What is tested, and what is not

Mr. Sun, Mr. Tree and the shared body come from source sheets by **Anne R.**, who made and photographed the examples. We transcribed those sheets, renumbered repeated rounds and added explanations. The edited instructions have not been independently test-crocheted or fully checked by Anne. Read our "Notes on the source sheets" in chapter 8 before starting.

The other eighteen chapters are **first-draft adaptations**. They use the shared body and suggest character features: colour changes, hats, ears and clothing. These additions are not Anne's instructions. Arithmetic review does not establish that a shape works, and each adaptation still needs a complete test make.

Each adaptation is marked as a draft. Please report instructions that do not work, rather than assuming the mistake is yours.

How the chapters are ordered

Chapters 2 to 6 are technique: what to buy, the stitches, the shared body in full, faces, and finishing. Read the shared body once even if you have crocheted before — every character chapter refers to its round numbers.

Chapters 7 and 8 contain the edited source patterns. Chapters 9 to 80 are the remaining characters, alphabetically, four pages each: the character, making it, its horror form, and a reference plate. Chapter 81 is the colour index, one table you can take to a yarn shop. Chapter 82 is troubleshooting, chapter 83 is how to send a correction, and chapter 84 covers credits and use.

Terms

Instructions use **US crochet terms**: US single crochet is UK double crochet. The body uses continuous rounds; follow a piece's explicit instructions when it calls for turning or a joining stitch.

Round counts in brackets at the end of a round are the stitch count you should have. If a round finishes on the wrong count, undo it. Every later round assumes the count, so one lost stitch becomes a crooked face twelve rounds later.

The corrections policy

Report the chapter, round, expected count and actual result. A photograph can help explain a shape or attachment problem.

Use **sprunki.com/contact** to send corrections. The current edited patterns are at **sprunki.com/blog/sprunki-amigurumi-patterns**. Please distinguish a correction from an alternative method.

This edition is dated on the cover. Later editions carry a changelog that names what changed and who reported it.

CHAPTER 2 · TECHNIQUE

Before you start

Everything here is one purchase and one habit: a hook that suits the yarn, and marking the first stitch of every round.

Yarn

Use a smooth DK or worsted in a solid colour. Smooth matters more than cheap or expensive: a fluffy or bouclé yarn hides the stitches, and amigurumi is made almost entirely of stitches you need to see. Avoid anything labelled "roving" or single-ply — it pills, it felts, and a toy made from it will not survive being loved.

Anne used Barroco Pima 100 cotton and a 3 mm hook. Her source sheets do not specify yarn quantities or finished measurements. Make a sample and record the amount used before planning a full set. The palette tables in chapters 9 to 80 are approximate colour suggestions, not yarn-brand matches.

Hook

Go one size smaller than the yarn label suggests. A tighter fabric is the whole point of amigurumi: if you can see daylight through the stitches when the piece is stuffed, the hook was too big or the tension was too loose. A 3 mm hook with worsted, or a 2.5 mm with DK, is a normal starting point. Adjust to your own hand — the gauge that matters is "stuffing cannot be seen through it".

Notions

- **Stitch marker.** A safety pin, a paper clip, a scrap of contrast yarn. You need one, and you will need a second for the rounds where a character changes colour.
- **Tapestry needle** with a blunt tip and an eye the yarn will pass through. Every piece in this book is sewn, not glued.
- **Toy stuffing** in small pieces, added a handful at a time. One large lump leaves the body lumpy.
- **Scissors and a tape measure.** The tape measure is for you, not the pattern: note the finished height of every toy you make, because the next one is easier if you know what your own tension produces.

The safety paragraph

Plastic "safety" eyes are not a safety guarantee. They are a small hard object, and small hard objects come off. Every face in this book is crocheted or embroidered for that reason, and every pattern tells you to sew pieces down around their whole joining edge, not at two points.

For anything that will go to a child under three: no plastic eyes, no glued parts, no detachable accessories, and no bead or button anywhere. Check the finished toy for loose parts, open seams and escaping stuffing before it is given, and again after every wash. Nothing in this book certifies a finished item as safe — that judgement is about the object you actually made, and about who will hold it.

Choosing a character to make first

Sky is the body with a face and nothing else. Wenda adds ears and cheek tufts. Pinki adds a ribbon. Those three cover every technique in the book except colour changes. Leave Jevin's hood and Mr. Fun Computer's box until you have made one of those three.

CHAPTER 3 · TECHNIQUE

The stitches

Five stitches and one habit. Nothing in this book uses anything else.

Magic ring

Wrap the yarn twice around two fingers, slide the loop off, hold the crossing point, and work the first round into the loop itself rather than into a chain. Pull the short tail when the round is done and the centre closes with no hole. If the ring keeps loosening before you get there, chain two and work the first round into the second chain from the hook: same shape, no hole, one fewer thing to hold.



The first round worked into a magic ring. The tail closes the centre at the end.

Single crochet (sc)

Hook through the stitch, yarn over, pull up a loop, yarn over again, pull through both loops. That is the whole fabric of every piece in this book. Work it into the stitch below, not into the gap between stitches, or the fabric develops holes at the joins.

Increase (inc)

An increase works two single crochet into the same stitch. The shared body uses six increases in each growing round. Keep the insertion method consistent unless the pattern specifically directs otherwise.



An increase: two single crochet into one stitch, which is what makes the round grow by six.

Decrease (dec)

Hook through the front loop of the next stitch and the front loop of the one after it, then work them together as one single crochet. Working the front loops only is the difference between a smooth surface and a face full of dimples. A decrease worked through both loops leaves a pucker that shows on the finished head.

Chain (ch) and slip stitch (sl st)

Chain is the foundation for anything worked flat — ears, buckets, bands. Slip stitch is for moving across the surface without adding height, and for the surface outlines that give Black his white edge.

Working in a spiral, and marking the round

The body is worked in a continuous spiral. Mark the first stitch of each round and move the marker when the next round starts. Smaller pieces may call for turning or a slip stitch; follow their individual instructions.

Losing the round count is the single most common reason a head comes out egg-shaped. If you have lost count, count the stitches in the current round and compare with the table: the count tells you which round you are on more reliably than memory.

Reading a round line

"(3 sc, inc) 6 times" means three single crochet followed by an increase, repeated six times. It uses 24 stitches and produces 30. "6 sc in a magic ring" means six stitches worked into the starting ring.

CHAPTER 4 · TECHNIQUE

The shared body and head

One piece, worked from the head to the base. The humanoid character drafts start from this shape and describe their proposed changes separately.

This is our transcription of Anne R.'s shared pattern, with editorial suggestions explicitly marked. When a character chapter refers to the base pattern, it means these tables, including their unresolved notes.

This is the piece behind most of the set: Wenda, Simon, Oren and the rest. It is worked in one piece from the top of the head down, narrows into a neck at round 15 and opens out again into the body from round 18. Mark the first stitch of every round; check each round's stitch count before moving on.

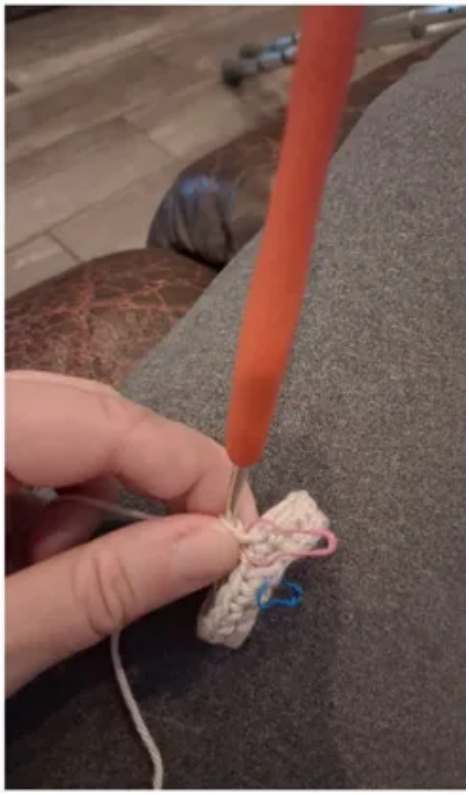
Body and head, one piece

Round	What to do	Stitches
1	6 sc in a magic ring	6
2	(inc) ×6	12
3	(1 sc, inc) ×6	18
4	(2 sc, inc) ×6	24
5	24 sc in the inside post	24
6–8	24 sc	24
9	(10 sc, dec) ×2	22
10–11	22 sc	22
12	(9 sc, dec) ×2	20
13–14	20 sc	20
15	(8 sc, dec) ×2	18
16–17	18 sc	18
18	(2 sc, inc) ×6	24
19	(3 sc, inc) ×6	30
20	(4 sc, inc) ×6	36
21–27	36 sc	36
28	(4 sc, dec) ×6	30
29	(3 sc, dec) ×6	24
30	(2 sc, dec) ×6	18
31	(1 sc, dec) ×6	12
32	(dec) ×6	6
Finish	slip stitch into the next stitch, fasten off	—

Rounds 1 to 4 make the crown, rounds 5 to 17 make the head and the neck, rounds 18 to 27 make the body, and rounds 28 to 32 close the base. The source sheet does not state when to add stuffing. Leave access for stuffing before closing the piece; the exact sequence still needs the maker's confirmation.



Round 1: the marker goes into the first stitch of the ring, not into the tail.



Rounds 2 to 4: each increase is two single crochet in one stitch, so the count grows by six every round.



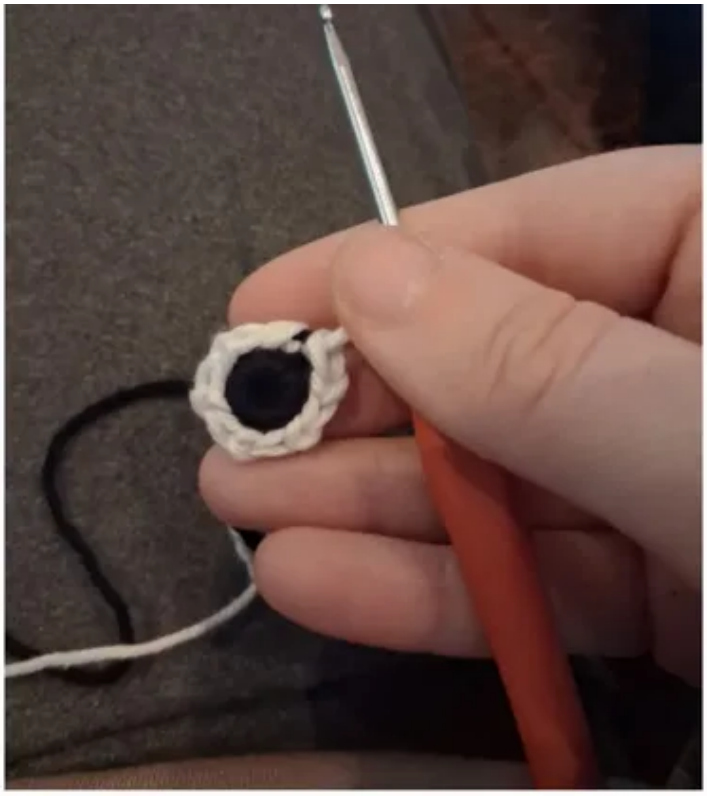
Rounds 9 to 17: the head narrows to eighteen stitches. This is the neck, and it should be firm enough to hold its shape.

The eye disc

Each eye is two rounds, black first and white second, then sewn flat to the face. The source calls the second round a “slip stitch increase”. We have retained that wording and the count of twelve; its exact execution needs Anne's clarification. An ordinary single-crochet increase is not a confirmed substitute.

Eye, one per eye, make two

Round	What to do	Stitches
1	6 sc in a magic ring — black	6
2	(slip stitch increase) ×6 — white	12



The finished disc. The source shows the black centre and white outer round; secure the yarn ends when attaching the disc.

The eyelid

The eyelid is the small half-moon that sits over the top of the eye and gives these characters their half-closed look. It is worked from a three-stitch centre outwards and then around the back.

Eyelid, one per eye, make two

Round	What to do	Stitches
1	3 sc in a magic ring	3
2	chain 1 and turn, increase ×6 — source wording; placement needs clarification	12 as written
3	sc all around the back, then (sc, inc) ×3 around the half circle	—

The eyelid needs clarification: round 1 has three stitches, but round 2 calls for six increases and a total of twelve. The source does not explain where those six increases go. Round 3 also needs the maker's stitch-placement explanation; use the original sheet and photos as reference, not as a confirmed correction. Sew the eye down first, then the eyelid over it, then outline the eye in black yarn.



Eyes sewn on, before the eyelids. Pin both eyes before sewing either: symmetry is decided here, not in the crochet.



The finished head with eyelids in place. Everything above the eyes is assembly, not rounds.

What each character does to it

Every change in the character chapters is one of five things, and knowing which one you are doing tells you where the risk is:

Change	What it touches	Risk
Colour change	A round in the body, usually 17 or 18	Low
Extra plain rounds	The straight section, rounds 21 to 27	Low
Slow increase	The growing rounds, 18 to 21	Medium
A second piece	Ears, horns, hats, hoods — made separately and sewn	Low
A different shape entirely	Fun Bot's head, Mr. Fun Computer's case, Mr. Sun and Mr. Tree	High

The high-risk rows are high-risk for one reason: they change the count that everything after them depends on. If you are making Fun Bot or Mr. Fun Computer, make the box piece first, on its own, before you make the body. A flat piece that will not fold into a square is easier to diagnose when there is nothing else on the table.

CHAPTER 5 · TECHNIQUE

Eyes, eyelids and faces

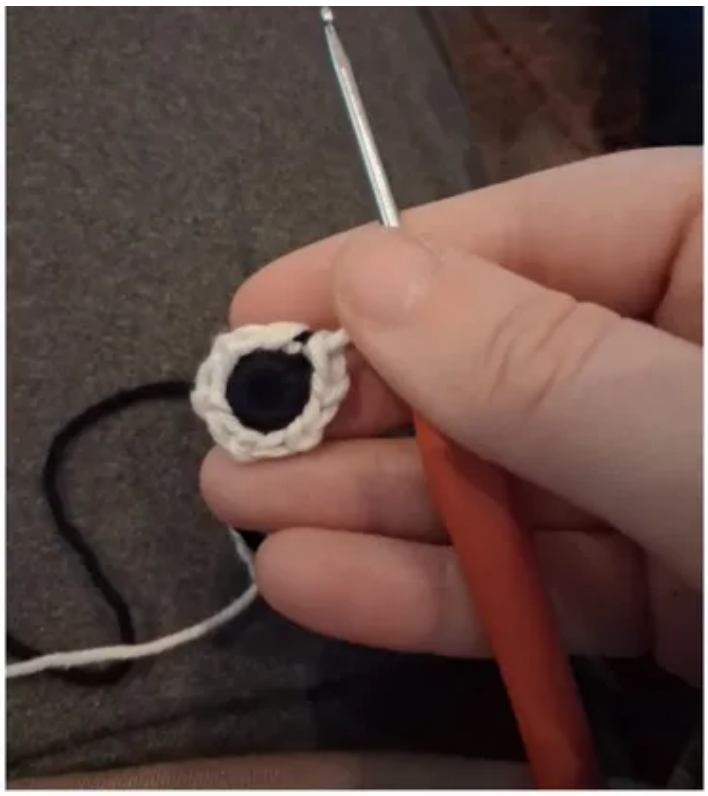
Two small discs and one crescent are the difference between a blob and a character. This is where the whole set is won or lost.

The eye disc

Each eye is two rounds, black first and white second, then sewn flat to the face. The source calls the second round a “slip stitch increase”. We have retained that wording and the count of twelve; its exact execution needs Anne's clarification. An ordinary single-crochet increase is not a confirmed substitute.

Eye, one per eye, make two

Round	What to do	Stitches
1	6 sc in a magic ring — black	6
2	(slip stitch increase) ×6 — white	12



The finished disc. The source shows the black centre and white outer round; secure the yarn ends when attaching the disc.

The eyelid

The eyelid is the small half-moon that sits over the top of the eye and gives these characters their half-closed look. It is worked from a three-stitch centre outwards and then around the back.

Eyelid, one per eye, make two

Round	What to do	Stitches
1	3 sc in a magic ring	3
2	chain 1 and turn, increase ×6 — source wording; placement needs clarification	12 as written
3	sc all around the back, then (sc, inc) ×3 around the half circle	—

The eyelid needs clarification: round 1 has three stitches, but round 2 calls for six increases and a total of twelve. The source does not explain where those six increases go. Round 3 also needs the maker's stitch-placement explanation; use the original sheet and photos as reference, not as a confirmed correction. Sew the eye down first, then the eyelid over it, then outline the eye in black yarn.



Eyes sewn on, before the eyelids. Pin both eyes before sewing either: symmetry is decided here, not in the crochet.



The finished head with eyelids in place. Everything above the eyes is assembly, not rounds.

Placing a face

Pin the face before sewing and check it upright. The placements below are editorial starting points, not positions measured from Anne's finished pieces. Adjust them to your sample and remove every pin before use.

- **Eye line.** Between rounds 8 and 11 of the head, on the centre front. Higher reads as surprised, lower reads as tired.
- **Gap.** Two to four stitches between the discs. A wide gap is a stare (OWAKCX); a narrow gap is friendly (Sky, Wenda).
- **Mouth.** One round below the eyes, centred, four to six stitches wide. Three surface stitches curving up is a smile; two curving down is Raddy.



Sewing the disc down around its whole edge, not at two points.

The twenty faces

Every face in the book, in one table, so you can compare them before you commit to pins.

Character	Face
Black	One eye, centred, no lids, no mouth. The missing second eye is the face.
Brud	Two black eyes with lids, straight dark-brown mouth. Ordinary on purpose.
Clukr	Black discs under heavy silver lids, straight mouth, no brows.
Durple	Base eyes and lids, two lilac nostril stitches, no mouth.
Fun Bot	Two black discs and a straight mouth, sewn flat to the box front. No lids.
Garnold	Narrow oval eyes, lids in dark gold, no mouth.
Gray	Oversized discs with white highlights, a black triangle nose, whiskers, ears above.
Jevin	Eyes only, framed by a ring of black surface stitch where the hood shadow falls.

Character	Face
Mr. Fun Computer	Two black discs sewn over the screen bars, level with the middle of the screen.
Mr. Sun	A face on each side: phase 1 on one, phase 2 on the other.
Mr. Tree	Dark face under the canopy, white eyes, no smile.
Oren	Base eyes and lids, a single straight mouth stitch, headphones across the crown.
OWAKCX	Wide-set eyes with no lids and no mouth. The blank lower face is the character.
Pinki	Base eyes, a pale-pink muzzle disc with a black nose on top, ribbon between the ears.
Raddy	Fully black eyes, crimson lids clipping the top third, brows angled high-in to low-out.
Simon	Base eyes and lids, a small amused curve, one antenna with a bright tip.
Sky	Base eyes and lids, one small upward curve. Nothing else.
Tunner	Base eyes and lids in dark brown, a short relaxed mouth, fur trim below.
Vineria	Base eyes and lids, a short horizontal mouth, leaf trim at the label line.
Wenda	Base eyes and lids, a black triangle nose, a mouth turning up at both ends, cheek tufts.

CHAPTER 6 · TECHNIQUE

Assembly and finishing

Keep access for stuffing, secure the joins and inspect the finished piece before use.

Order of work

1. Work the body and head, leaving the base open for stuffing and a long tail for closing.
2. Add stuffing before closing the remaining stitches. Fill in small pieces, firm but not stretched; then close the base.
3. Second pieces — ears, horns, hats, hoods — made and finished before anything is sewn on.
4. Face pinned, checked, then sewn.
5. Second pieces sewn, working around the entire joining edge.
6. Ends woven in, at least three passes through the body for each one.



The neck join: the narrowest point of the piece, and where a hat or collar has to sit.

Stuffing

Add small pieces of stuffing while you still have access through the opening. Check the head and body shape before the final closure. Anne's source sheet does not specify the exact filling sequence.

Sewing a piece on

Thread the tail onto a tapestry needle, take one stitch through the edge of the piece and one into the body, and work all the way around the edge. Two-point sewing is what comes apart in a washing machine. Finish with a knot buried inside the body, not on the surface.

Closing the base

Thread the long tail through the front loops of the remaining stitches, pull, and draw the opening closed. Take one more pass and fasten off inside. The base needs no separate disc: a flat disc sewn on adds a visible seam and nothing else.

Washing

Follow the yarn and filling manufacturers' care instructions. Test a sample before washing the finished piece, and inspect seams and attachments again once it is dry.

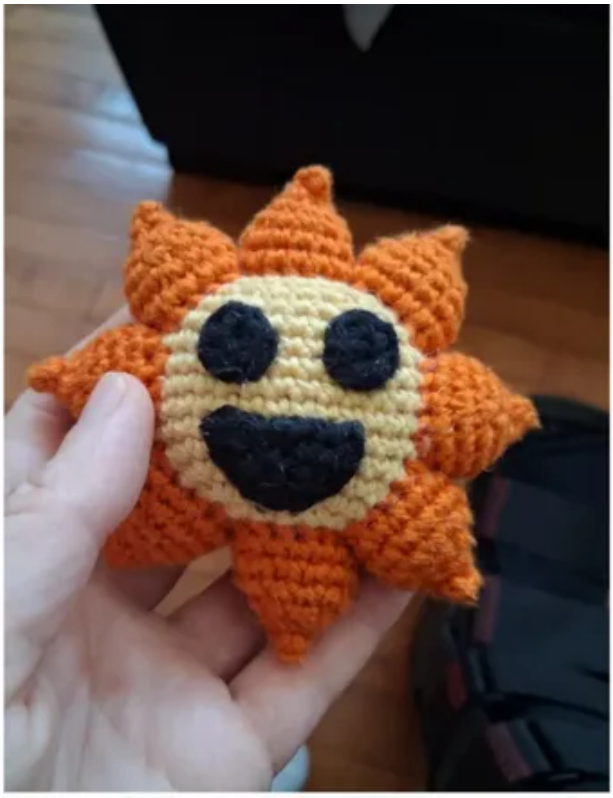
The last check

- Pull every sewn-on piece gently. Nothing should move.
- Run a finger around every seam. No gap, no escaping stuffing.
- Hold the toy at arm's length and look at the face. If you cannot tell which character it is, the face is wrong, not the body.

CHAPTER 7 · SOURCE PATTERN WITH EDITORIAL NOTES

Mr. Sun

A disc with rays and a face on each side. Source pattern and finished example by Anne R.; the edited instructions await her review.



Finished piece.



The rays, worked onto the finished disc.

Mr Sun is a flat disc with eight rays and a face on each side: phase 1 on one side, phase 2 on the other. The body is the same six-increase spiral as the head above, closed at the bottom.

Body

Mr Sun body

Round	What to do	Stitches
1	6 sc in a magic ring	6
2	(inc) ×6	12
3	(sc, inc) ×6	18
4	(2 sc, inc) ×6	24
5	(3 sc, inc) ×6	30
6	(4 sc, inc) ×6	36
7–13	36 sc	36
14	(4 sc, dec) ×6	30
15	(3 sc, dec) ×6	24
16	(2 sc, dec) ×6	18

Round	What to do	Stitches
17	(1 sc, dec) ×6	12
18	(dec) ×6	6
Finish	slip stitch into the next stitch, fasten off	—

Rays

Each ray is worked directly onto the body rather than made separately and sewn on: pick up eighteen stitches in a rectangle on the finished body and work the ray outwards, closing as you go. Anne's samples have eight rays. Space them evenly before you start the first one, because the eight rectangles have to fit around the same circle.

One ray — repeat eight times around the body

Round	What to do	Stitches
1	18 sc into a rectangle on the body	18
2	18 sc	18
3	(4 sc, dec) ×3	15
4	(3 sc, dec) ×3	12
5	(2 sc, dec) ×3	9
6	(1 sc, dec) ×3	6
7	(dec) ×3	3
Finish	fasten off — the tip is too tight for a slip stitch	—



Rays finished and a face sewn on. The ray tips curl slightly, which is what keeps the sun from reading as a flower.

Eyes, mouth and the second face

The eyes and the mouth are small flat pieces, not rounds worked into the head.

Eye and mouth pieces

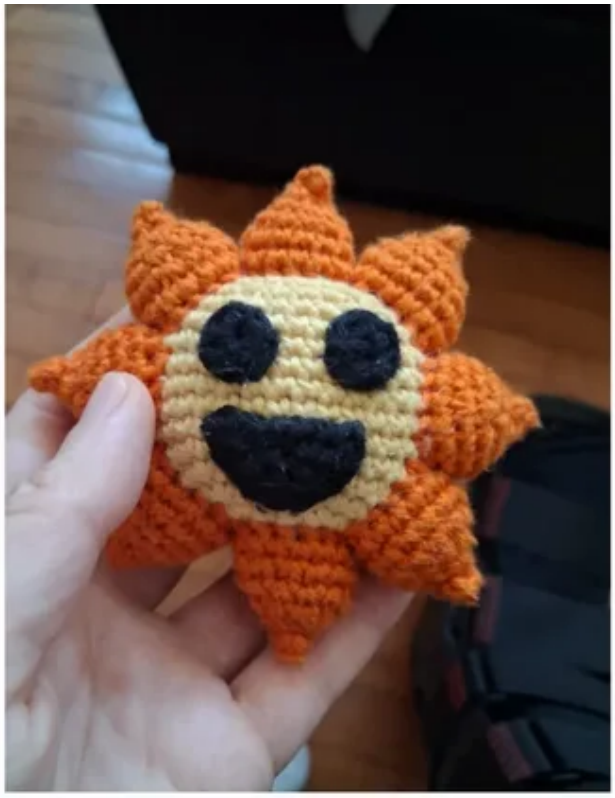
Piece	What to do	Stitches
Eye	6 sc in a magic ring, slip stitch, fasten off — black	6
Mouth 1	3 sc in a magic ring	3
Mouth 2	chain 1, turn, 3 increases — the chain is not counted	6

The source photo shows the phase 2 side as a large eye, with a black centre and a white surround. The smiling face is the other side. The white round includes the chain, half-double-crochet and double-crochet sequence recorded below.

Phase 2 face

Step	What to do	Stitches
1	6 sc in a magic ring	6
2	(inc) ×6	12
3a	change to white: (sc, inc, sc, inc)	6
3b	chain, hdc, chain, dc, chain, hdc, chain — chains are not counted	6
3c	repeat 3a and 3b once more	12
4	add an extra sc so the colours line up, slip stitch and fasten off	—

The source says to add an extra single crochet to align the colours. It does not give a final count or advise dropping stitches. Sew phase 1 on one side of the body and phase 2 on the other.



The finished Mr Sun with the smiling face; the source shows the large-eye face on the other side.

> Our editorial notes on the source sheets, including the renumbered decreases, are in the next chapter. Read them before the first round.

CHAPTER 8 · SOURCE PATTERN WITH EDITORIAL NOTES

Mr. Tree

A trunk that becomes a canopy at round 22, with ten lobes crocheted into the green part. Source pattern and finished example by Anne R.; the edited instructions await her review.



Finished piece, with the ten lobes in place.

Mr Tree is the tallest piece in the set: a brown trunk that changes to green at round 22, widens into a canopy, and closes at round 40. The source says to crochet ten side lobes into the green part: five below and five above, offset according to the photo.

Body and canopy

Rounds 23 to 40 are written on the source sheet as stitch counts only — 30, 36, 42, then back down. The repeat patterns in that table are reconstructed with the standard six-increase and six-decrease steps that produce those counts, and they are marked as such. Test the first few rounds against the photo before you commit to the canopy.

Mr Tree body, trunk in brown then canopy in green

Round	What to do	Stitches
1	6 sc in a magic ring	6
2	(inc) ×6	12
3	(sc, inc) ×6	18
4	(2 sc, inc) ×6	24
5	24 sc in the inside post	24
6–8	24 sc	24
9	2 × (10 sc, dec)	22
10–12	22 sc	22
13	2 × (9 sc, dec)	20

Round	What to do	Stitches
14–21	20 sc	20
—	switch to green	—
22	(4 sc, inc) ×4	24
23	(3 sc, inc) ×6 — the sheet gives the count only	30
24	(4 sc, inc) ×6 — count only on the sheet	36
25	(5 sc, inc) ×6 — count only on the sheet	42
26–34	42 sc	42
35	(5 sc, dec) ×6 — count only on the sheet	36
36	(4 sc, dec) ×6 — count only on the sheet	30
37	(3 sc, dec) ×6 — count only on the sheet	24
38	(2 sc, dec) ×6 — count only on the sheet	18
39	(1 sc, dec) ×6 — count only on the sheet	12
40	(dec) ×6 — count only on the sheet	6
Close	close the opening	—

The ten side lobes

Each lobe is crocheted into the green part of the finished canopy, so the join is structural rather than sewn. The exact positions and method of picking up stitches are not specified beyond the reference photo.

One side lobe — repeat ten times

Round	What to do	Stitches
1	24 sc into the green part	24
2	(3 sc, inc) ×6	30
3	30 sc	30
4	(3 sc, dec) ×6	24
5	(2 sc, dec) ×6	18
6	(1 sc, dec) ×6	12
7	(dec) ×6	6



The finished Mr Tree. Ten lobes, five low and five high, offset around the canopy.

The eyes are a six-stitch magic ring each and the mouth is three stitches with a chain-one turn — the same pieces as Mr Sun, in black. The source shows the finished face but does not prescribe an assembly order.

Notes on the source sheets

These are sprunki.com's editorial notes, not instructions confirmed by the maker. They also cover the shared body, eyes, eyelids and Mr. Sun.

These notes distinguish what the original PDFs say from our editorial interpretations. The maker made and photographed the toys and has read the rounds on this page, correcting three of them. The added explanations and the notes on placement are ours, and none of it has been test-made yet.

- **Mr Sun's numbering restarts.** After round 13 the sheet numbers the decrease rounds 7 to 11 again. They are rounds 14 to 18, and that is how they are printed above.
- **A round is missing from the body sheet.** The written rounds go from 7 straight to 9, and round 9 reduces twenty-four stitches to twenty-two. Anne confirms she skipped round 8 in the original and that rounds 6 to 8 should all be twenty-four single crochet, which is how the table now prints them. A shorter character can work fewer of those plain rounds.
- **"Inside post" and "back post".** Round 5 of the body says twenty-four single crochet in the inside post; round 5 of Mr Tree said the back post. Anne corrected Mr Tree's round 5 to the inside post and says this detail is optional: it gives a neat seam at the base. Keep the round at 24 stitches. The alternative stitch placement has not been specified by the author.
- **Mr Tree rounds 23 to 40.** Counts only on the sheet; the stitch sequences above are reconstructed with standard six-step increases and decreases. Matching the count alone does not validate the shape or stitch placement; these sequences still need a test make.
- **The eye's "slip stitch increase".** Kept as written. The precise stitch method needs clarification; we have not validated a substitute.

- **The eyelid rounds 2–3.** The source moves from three stitches to six increases without specifying placement, then describes the back and curve in one sentence. Both need clarification.

CHAPTER 9 · CHARACTER

Black

Black · Stark black silhouette, white edge, minimal face



The twentieth character, and the one that switches the whole band over: place him on the stage and the sky goes dark. Crocheted, he is the simplest toy in the set and the one that reads best in a photo, because there is nothing to it but a black shape with a white edge.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#111111 main colour	**#333333** detail colour	**#FFFFFF** trim colour

What to buy

Yarn	Where it goes
Black	the whole piece
White	the surface outline

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 10 · BLACK

Making Black

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, entirely in black. No colour change anywhere.
Hat	A top hat: magic ring of 6, then a flat disc to 24 stitches in black, then 5 plain rounds up the side, then one round worked into the front loop only to turn the brim.
Eyes	One eye disc, not two, sewn to the centre of the face. The second eye stays off: a single eye is what makes him look wrong on purpose.
Outline	Surface slip stitch in white around the whole silhouette, from the hat brim down the side and around the base. Keep the stitch tension loose or the body puckers.

Before you sew

- Pin every attachment before a single stitch of sewing. Black has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 11 · BLACK

Black, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The silhouette barely changes, because he is already the darkest thing on screen. What changes is the edge: the clean white outline breaks into a jagged one, and the single eye stops being funny.

What changes in yarn

Work the outline in short uneven runs and skip a stitch every fifth, so the edge reads as damaged rather than drawn. Do not add a second eye; the joke and the threat are both in the missing one.

Notes for the maker

Black is the character other people's parents worry about. The toy is not the worry: it is a black egg with one eye. Say so if a child asks.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Black, normal form. Stark black silhouette, white edge, minimal face.



Black, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 13 · CHARACTER

Brud

Brown · A bucket, or mechanical parts, sitting on the head



Brud is the builder of the group and wears the evidence: brown coveralls and something mechanical parked on his head. In crochet the body is unremarkable and the hat does all the work, which makes him a good second toy after the shared body is done.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#6B3C0F
main colour

#8B4513
detail colour

#E8DBC3
trim colour

What to buy

Yarn	Where it goes
Mid brown	the body
Dark brown	the bucket
Grey	the metal trim
Black and white	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 14 · BRUD

Making Brud

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in mid brown.
Bucket	Work from the top down: magic ring of 10, round 2 (1 sc, inc) five times to 15, round 3 (2 sc, inc) five times to 20, then 6 plain rounds of 20, then one round in the front loop only worked with 2 sc per stitch to flare the rim.
Handle	Chain 18, slip stitch back along the chain, sew the two ends to opposite sides of the bucket rim.
Face	Two eye discs at round 6 of the head, eyelids as written, mouth as three surface stitches in dark brown.

Before you sew

- Pin every attachment before a single stitch of sewing. Brud has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 15 · BRUD

Brud, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The bucket tips back and the plating under it opens. What was a builder in coveralls reads as something with a lid.

What changes in yarn

Work the bucket rim in charcoal rather than grey, and add three loose black surface stitches down the front seam. Leave the last two unsecured before you knot them, so they sit slightly off-register.

Notes for the maker

The bucket sits forward, over the brow, not on the crown. Pin it before sewing: worn on the crown he reads as a chef.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Brud, normal form. A bucket, or mechanical parts, sitting on the head.

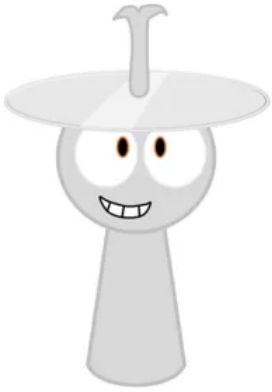


Brud, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

Clukr

Silver · Black eyes under heavy metallic eyelids



Clukr is all metal and eyelid: two heavy plates of silver pulled down over black eyes, so the face reads as tired rather than blank. The eyelids are the entire character, which means they are also the entire adaptation.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#C0C0C0
main colour

#808080
detail colour

#EEEEEE
trim colour

What to buy

Yarn	Where it goes
Silver grey	the body
Charcoal	the eyelids
Black	the eye discs
White	the eye highlight

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 18 · CLUKR

Making Clukr

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in silver grey.
Eye discs	Base eye, both rounds in black. No white round: the highlight is a single stitch added later.
Heavy eyelid	Work the base eyelid twice and sew the two crescents together before attaching, so the lid is a thick plate rather than a flap. It should cover the top half of the eye, not the top third.
Face	Straight mouth, five surface stitches, charcoal. No brows.

Before you sew

- Pin every attachment before a single stitch of sewing. Clukr has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 19 · CLUKR

Clukr, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The heavy lids lift, which is worse than them being down. The same silver face gets two lit white eyes underneath.

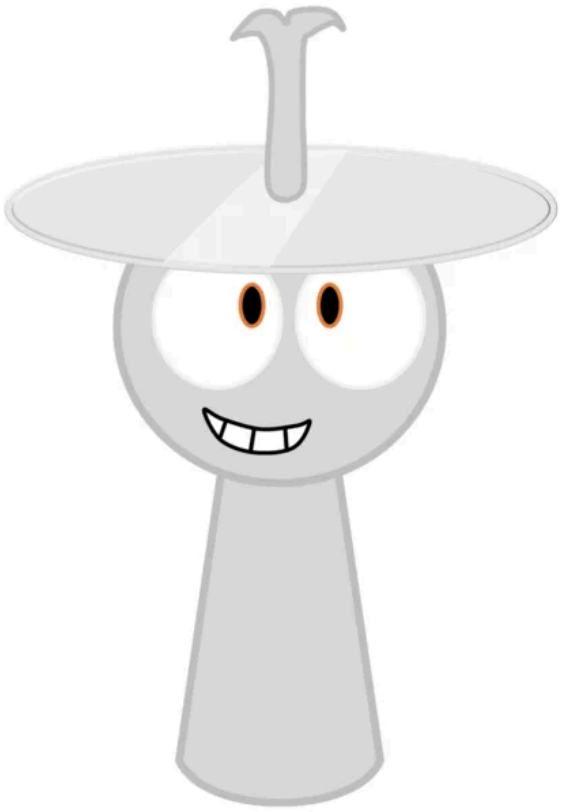
What changes in yarn

Swap the eye discs from black to white and keep the thick double eyelid exactly as written. One black pupil stitch per eye. Same pattern, opposite expression, and the lids do all the work of the difference.

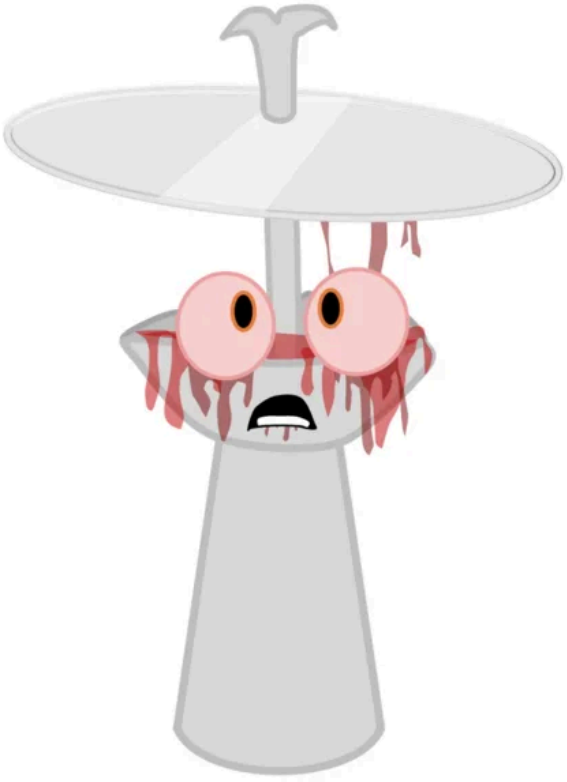
Notes for the maker

Two crescents sewn together is the whole trick. One crescent reads as a lid, two read as machinery.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Clukr, normal form. Black eyes under heavy metallic eyelids.



Clukr, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 21 · CHARACTER

Durple

Vibrant purple · Dragon styling, two horns, a long tapering body

Durple is the only dragon in the band: two horns, a long neck and a body that tapers where the others stay round. Crocheted, he is the shared body with five extra plain rounds in the middle and a pair of horns on top.



> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#8000FF main colour	**#5500AA** detail colour	**#B388FF** trim colour

What to buy

Yarn	Where it goes
Vibrant purple	the body
Paler lilac	the belly
Bone white	the horns
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 22 · DURPLE

Making Durple

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern with five extra plain rounds inserted at round 27 (so rounds 21 to 32 become 21 to 37). That lengthens the torso and makes the taper read.
Horns	Two small cones: magic ring of 4, then (1 sc, inc) twice to 6, then 4 rounds of 6, then (dec) three times to 3. Sew to the crown, angled outwards.
Spine	Optional: five small triangles worked as 3-stitch magic rings and sewn down the back.
Face	Base eyes and eyelids; add two surface-stitch nostrils in lilac below the eyes.

Before you sew

- Pin every attachment before a single stitch of sewing. Durple has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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CHAPTER 23 · DURPLE

Durple, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The horns lengthen and the belly darkens, so the dragon reads as older.

What changes in yarn

After the horns close at 3 stitches, work 3 more rounds of 3 rather than fastening off. Cut the belly in charcoal instead of lilac. Nothing else changes.

Notes for the maker

The extra rounds go in the body, not the neck. Adding them at the neck makes a giraffe.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Durple, normal form. Dragon styling, two horns, a long tapering body.



Durple, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 25 · CHARACTER

Fun Bot

Silver and gold · Silver body, gold neck plate, boxy robot head



Fun Bot is the one character whose head is not a sphere. The body is the shared pattern; the head is a box, and the join between them is a gold plate that hides the seam. If the box is the only new thing you crochet, this is still a complete Fun Bot.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#E8E8E8 main colour	**#FFD700** detail colour	**#111111** trim colour

What to buy

Yarn	Where it goes
Silver grey	the head
Steel blue	the body
Gold	the neck plate
Black and white	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 26 · FUN BOT

Making Fun Bot

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body	The lower half only (base rounds 18 to 32), in steel blue, worked from a magic ring of 6: grow to 36, work 7 plain rounds, then decrease exactly as the base pattern does.
Head	Worked flat, not in the round: chain 17, then 12 rows of 16 sc. Fold into a box and stitch the four seams with wrong sides together. The front face is left open until the eyes are on.
Neck plate	A flat disc to 24 stitches in gold, slipped over the neck before the head is sewn down.
Face	Two round eye discs and a straight mouth, all in black, sewn flat to the front panel. No eyelids.

Before you sew

- Pin every attachment before a single stitch of sewing. Fun Bot has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 27 · FUN BOT

Fun Bot, the other version

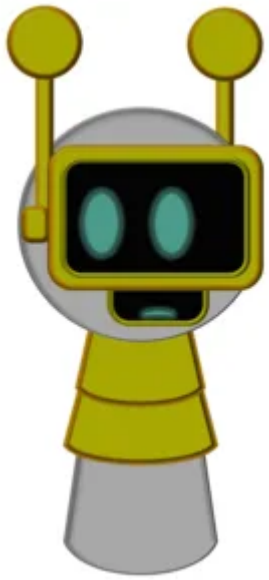
Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.

What changes on screen

The box head opens along its seams and the face panel goes dark.

What changes in yarn

Work the front panel in charcoal and the case in black. Leave the four seams on the outside of the box instead of turning it out, so the joins read as gaps.

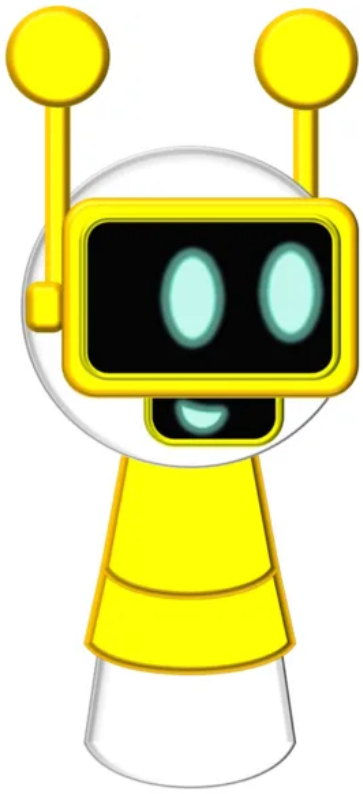


The form this chapter describes. Full reference plate overleaf.

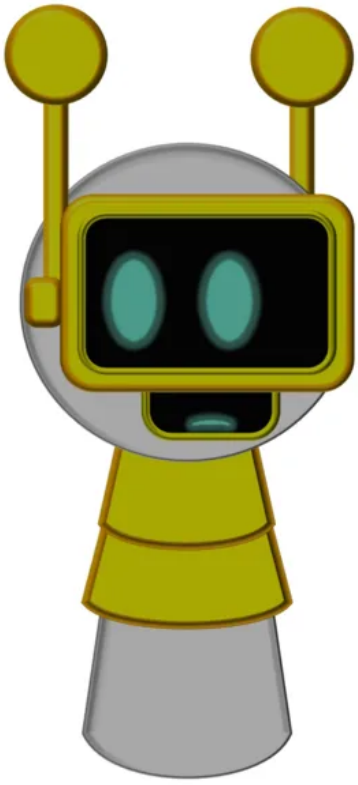
Notes for the maker

Stitch the box seams from the inside with the piece turned out, or the seam ridge shows on the front. The gold plate covers the neck join either way.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Fun Bot, normal form. Silver body, gold neck plate, boxy robot head.



Fun Bot, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 29 · CHARACTER

Garnold

Gold · Sleek high-tech suit, gold plating across the shoulders



Garnold is a character in a suit, so the crochet problem is not the shape but the reading: one colour for the body, a second for the plating, and a hard line between them where the shoulders start.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#B8860B main colour	**#DAA520** detail colour	**#FFE5A8** trim colour

What to buy

Yarn	Where it goes
Deep gold	the body
Pale gold	the plating
Black	the eyes and the seam

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 30 · GARNOLD

Making Garnold

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 17 in the dark gold (head and neck), rounds 18 to 32 in the pale gold (the suit).
Shoulder plates	Two half-discs: magic ring of 6, increase to 12, then a half round of 6 sc across the top only. Sew over the shoulder join so the curved edge faces out.
Collar	A ring of 18 sc worked into the neck join in dark gold, then one round of slip stitch. It covers the colour change.
Face	Narrow eyes: eye discs worked in a magic ring of 4 rather than 6, so they come out oval. Eyelids in dark gold.

Before you sew

- Pin every attachment before a single stitch of sewing. Garnold has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
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CHAPTER 31 · GARNOLD

Garnold, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The gold dulls to bronze and the face is empty. He is the only character whose horror version has no features at all.

What changes in yarn

Skip the face entirely. Sew the shoulder plates on in bronze and leave the head blank. The suit is the character, and the absence of a face does the rest.

Notes for the maker

The collar is not decoration, it is the fix for the colour change. Work the change on a plain round and cover it.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Garnold, normal form. Sleek high-tech suit, gold plating across the shoulders.



Garnold, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

Gray

Gray · Cat-like ears and large round eyes



Gray is the cat: two triangular ears and the largest eyes in the set. In the horror mode his ears droop and his eyes glow, which is worth knowing if a child asks why the toy has ears that could be folded down.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#4A4A4A main colour	**#A9A9A9** detail colour	**#E0E0E0** trim colour

What to buy

Yarn	Where it goes
Mid grey	the body
Pale grey	the inner ear
Black	the eyes
White	the eye highlight

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 34 · GRAY

Making Gray

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in mid grey.
Ears	Two triangles worked flat: chain 8, then decrease one stitch at each end of every row until 2 remain. Sew along the crown seam, angled out. Work a smaller pale-grey triangle and sew it inside each ear.
Eyes	Base eye discs, but work round 2 as ordinary increases and add a third round of (sc, inc) six times. That gives a disc 18 stitches across instead of 12, which is the size the face needs.
Face	Small triangle nose in black, three surface stitches, and whiskers as two long surface stitches per side in pale grey.

Before you sew

- Pin every attachment before a single stitch of sewing. Gray has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
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CHAPTER 35 · GRAY

Gray, the other version



The form this chapter describes. Full reference plate overleaf.

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.

What changes on screen

The ears droop sideways and the eyes light up. The cat becomes something that is listening rather than looking.

What changes in yarn

Sew the ears pointing out to the sides rather than up, and swap the black eye discs for white with a single black pupil stitch. Keep the eyes the oversized size.

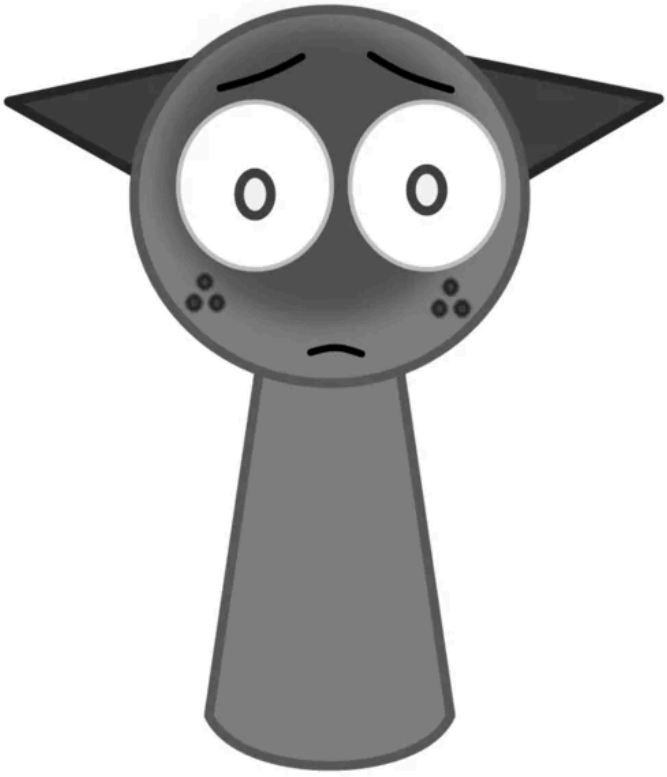
Notes for the maker

Sew the ears before the eyes. Once the big eyes are on, the crown is hard to reach without squashing them.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Gray, normal form. Cat-like ears and large round eyes.



Gray, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 37 · CHARACTER

Jevin

Blue · Dark blue robe with a black hood



Jevin is the only character in a robe, and the hood is the piece that sells it. Crocheted, the robe is a cone over the base body and the hood is a separate cup that sits back on the head, so the face stays visible.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#2F4F8F
main colour

#4169E1
detail colour

#D2E4F5
trim colour

What to buy

Yarn	Where it goes
Dark blue	the robe
Black	the hood and the face shadow
Blue	the body
White	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 38 · JEVIN

Making Jevin

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in blue. Only the head shows, so the body colour matters less than the fit.
Robe	Magic ring of 6 in dark blue, increase by six each round to 48, then 6 plain rounds. Slip the cone over the finished body and sew the top edge into the neck.
Hood	Magic ring of 6, increase to 36, then 6 plain rounds, then turn and work 12 sc back and forth for 4 rows to make the back of the hood. Seam the back edge. Sew the hood to the crown so it sits back from the face.
Face	Eyes only, no mouth. The hood shadow is a ring of black surface stitches around the face opening.

Before you sew

- Pin every attachment before a single stitch of sewing. Jevin has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 39 · JEVIN

Jevin, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The hood comes forward over the face, and there is no face inside it.

What changes in yarn

Bring the hood down over the face opening and sew it shut with no face underneath. Work the head in black rather than blue: if a gap opens, it should read as depth, not as stuffing.

Notes for the maker

Pin the hood back and look at it side-on before sewing. A hood pushed forward covers the eyes and the character disappears.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Jevin, normal form. Dark blue robe with a black hood.



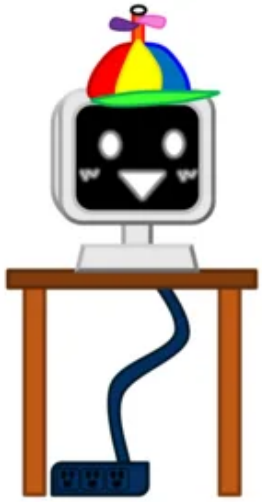
Jevin, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 41 · CHARACTER

Mr. Fun Computer

Gray and rainbow · Rectangular monitor body, rainbow screen



Mr. Fun Computer is a monitor: a box with a screen, legs and a rainbow. It is the only character in the set that is not a body at all, so it gets its own shape and the shared pattern is not used.

> Does not use the shared body: the shape is entirely its own.

Palette

#C0C0C0 main colour	**#8B5A2B** detail colour	**#0088FF** trim colour

What to buy

Yarn	Where it goes
Grey	the case
Dark grey	the bezel
Six short lengths of rainbow colours	the screen
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

Making Mr. Fun Computer

There is no shared body here. The whole piece is described in the table.

Part	What changes
Case	Worked flat: chain 25, then 24 rows of 24 sc. Fold into a box 8 stitches wide and 4 deep, with two 12-row faces, and stitch the seams with wrong sides together.
Bezel	One round of surface slip stitch in dark grey 2 stitches in from every edge of the front panel.
Screen	Six vertical bars of surface slip stitch inside the bezel, one per rainbow colour, each 2 stitches wide and 8 rows tall.
Legs	Two small cones exactly as Durple's horns, in grey, sewn under the base so the monitor stands.
Face	The eyes go on the screen, not the case: two black discs sewn over the second and fifth bars, level with the middle of the screen.

Before you sew

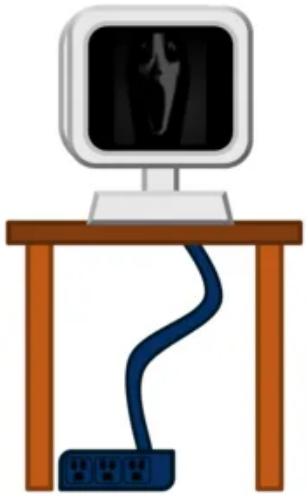
- Pin every attachment before a single stitch of sewing. Mr. Fun Computer has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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CHAPTER 43 · MR. FUN COMPUTER

Mr. Fun Computer, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The rainbow screen goes to static.

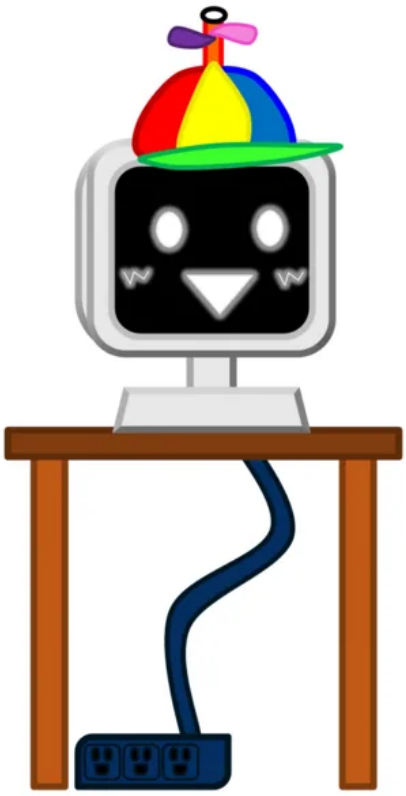
What changes in yarn

Replace the six rainbow bars with twelve one-stitch bars alternating black and pale grey, and drop the eyes entirely. A monitor with no eyes is worse than a monitor with two.

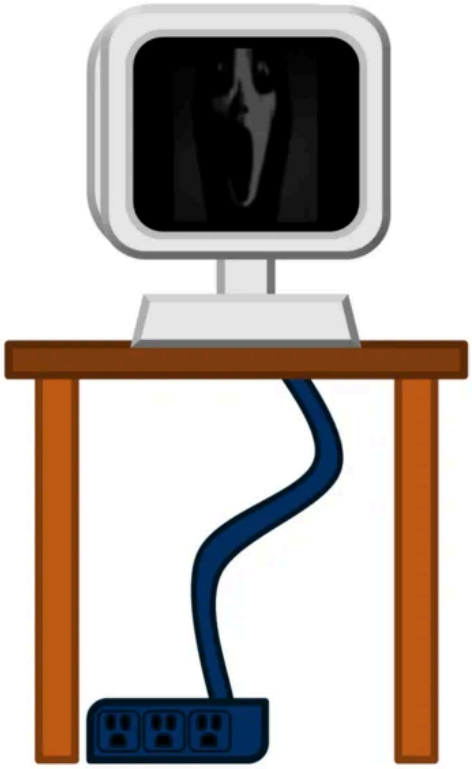
Notes for the maker

The screen bars are surface stitches, not separate pieces. Sewing on six crocheted bars makes the front panel lumpy and the box stops sitting flat.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Mr. Fun Computer, normal form. Rectangular monitor body, rainbow screen.



Mr. Fun Computer, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 45 · CHARACTER

Oren

Orange · Antennae and oversized headphones



Oren wears headphones bigger than his head and two antennae above them. The headphones are a band, not two cups: one arc over the crown with a disc at each end, which is faster to make and sits better on a soft toy.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#D83F00 main colour	**#FF7F50** detail colour	**#FFDAB9** trim colour

What to buy

Yarn	Where it goes
Orange	the body
Dark orange	the headphones
Grey	the antennae tips
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 46 · OREN

Making Oren

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in orange.
Headphone band	Chain 24, then 3 rows of sc, then sew the ends to the sides of the head at ear height. It should stand slightly proud of the crown.
Ear cups	Two flat discs to 24 stitches in dark orange, sewn over each end of the band.
Antennae	Two stems of chain 6 worked in surface slip stitch up from behind the band, each topped with a 6-stitch magic ring in grey.
Face	Base eyes and eyelids; mouth is a single straight surface stitch.

Before you sew

- Pin every attachment before a single stitch of sewing. Oren has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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CHAPTER 47 · OREN

Oren, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The headphones clamp lower and the antennae bend over. The oversized props stop looking like audio gear.

What changes in yarn

Sew the headphone band across the brow rather than over the crown, and work the antennae in chain stitch only with no slip stitch back, so they flop.

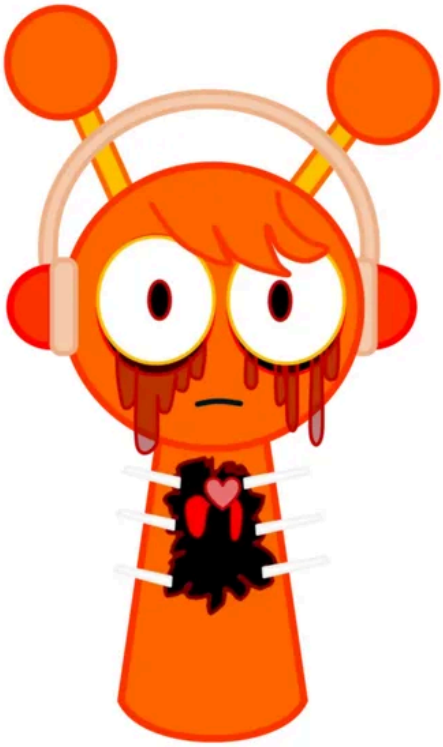
Notes for the maker

The band goes on before the antennae and after the eyes. Everything on this toy is stacked on the crown, so the order matters more than usual.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Oren, normal form. Antennae and oversized headphones.



Oren, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 49 · CHARACTER

OWAKCX

Lime green · Tall lime body, effects-character stare



OWAKCX is the tall one: a lime body with the fixed wide stare of a character who is not quite participating. The height is six extra plain rounds in the torso and the stare is the eyes and nothing else.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#A6F53D main colour	**#539B23** detail colour	**#FFFFFF** trim colour

What to buy

Yarn	Where it goes
Lime green	the body
Darker green	the eyelids
Black and white	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 50 · OWAKCX

Making OWAKCX

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern with six extra plain rounds inserted at round 27; the torso runs to 36 stitches for 13 rounds instead of 7.
Eyes	Base eye discs set wide apart, almost to the edges of the face. The gap between them is what produces the stare.
Eyelids	Skip them. This character has no lid over the eye, and adding one softens the whole face.
Face	No mouth, no brows. Leave the lower face empty.

Before you sew

- Pin every attachment before a single stitch of sewing. OWAKCX has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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CHAPTER 51 · OWAKCX

OWAKCX, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The stare widens. He already had no mouth; now the eyes have no edges to them either.

What changes in yarn

Work the eye discs one round larger (18 stitches instead of 12) and set them even wider. Still no eyelids, still no mouth. The extra round is the whole change.

Notes for the maker

The temptation is to add a mouth to make him friendlier. Don't: the blank lower face is the character.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



OWAKCX, normal form. Tall lime body, effects-character stare.



OWAKCX, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 53 · CHARACTER

Pinki

Pink · Rabbit-inspired, magenta ribbon on top of the head



Pinki is the rabbit: two long ears and a ribbon on top. She is the most requested toy in the set, which makes her a good first character — the base body, two ears and a bow, and nothing else to get wrong.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#C71585 main colour	**#FF69B4** detail colour	**#FFD6E0** trim colour

What to buy

Yarn	Where it goes
Pink	the body
Pale pink	the inner ear and the muzzle
Magenta	the ribbon
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 54 · PINKI

Making Pinki

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in pink.
Ears	Worked flat: chain 7, then 14 rows of 6 sc, then decrease to 2 over two rows. Sew along the crown seam with the tips leaning slightly out. Work a smaller pale-pink rectangle and sew it inside each ear.
Ribbon	Chain 14 and slip stitch back along it to make a flat band, then pinch the middle and wrap the pinch with four turns of the same yarn. Sew between the ears, slightly forward.
Face	Base eyes; a small pale-pink muzzle disc (magic ring of 4, one round of 4) below and between them, with a black 2-stitch nose on top.

Before you sew

- Pin every attachment before a single stitch of sewing. Pinki has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
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CHAPTER 55 · PINKI

Pinki, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The ears go limp and the ribbon comes undone.

What changes in yarn

Sew the ears pointing outwards rather than up, and make the ribbon as two separate flat bands rather than one pinched bow. Leave the ends unsecured for a stitch or two.

Notes for the maker

The bow is the last thing to go on, and it should be sewn at both loops as well as the pinch, or it flops forward and covers the muzzle.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Pinki, normal form. Rabbit-inspired, magenta ribbon on top of the head.



Pinki, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 57 · CHARACTER

Raddy

Red · Crimson eyelids, black eyes, thin angry brows



Raddy is the angry one, and the anger is entirely in two diagonal stitches above the eyes. Crocheted, the body is the shared pattern, the eyelids are crimson, and the brows are surface stitches you will reposition at least twice.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#B22222 main colour	**#BF0000** detail colour	**#FFD9CC** trim colour

What to buy

Yarn	Where it goes
Red	the body
Crimson	the eyelids
Black	the eyes and brows

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 58 · RADDY

Making Raddy

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in red.
Eyes	Base eye discs entirely in black, no white round.
Eyelids	Base eyelid in crimson, but sew it lower than usual: the lid should clip the top third of the eye.
Brows	Three surface stitches each, running from the inner end high to the outer end low. Pin both before working either; the angle is the whole expression.
Mouth	Two stitches, slightly curved down, centre face.

Before you sew

- Pin every attachment before a single stitch of sewing. Raddy has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

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CHAPTER 59 · RADDY

Raddy, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The anger stops being an expression and becomes the shape of the head.

What changes in yarn

Work the brows in crimson rather than black and extend them to four stitches each, running over the lids. Keep the crimson eyelids and the fully black eyes underneath.

Notes for the maker

The crimson in the site's palette is written with an alpha channel (#bf0000de). For yarn, ignore the alpha: any strong crimson matches.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Raddy, normal form. Crimson eyelids, black eyes, thin angry brows.



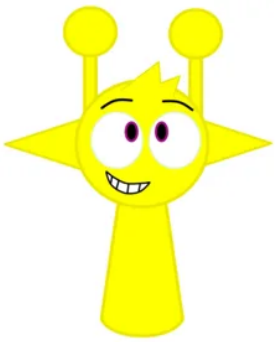
Raddy, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 61 · CHARACTER

Simon

Yellow · Antenna with a yellow tip, confident stance



Simon has one antenna, a yellow tip and the posture of someone about to explain something. The antenna is a single stem with a ball on top and takes ten minutes; the rest is the shared body.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#FFF000 main colour	**#D6B900** detail colour	**#FFF7A3** trim colour

What to buy

Yarn	Where it goes
Yellow	the body
Gold	the antenna stem
Bright yellow	the tip
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 62 · SIMON

Making Simon

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in yellow.
Antenna	Chain 10 in gold, slip stitch back along it to make a stiff stem. Sew one end into the crown.
Tip	Magic ring of 6 in bright yellow, one plain round, pull closed, sew onto the free end of the stem.
Face	Base eyes and eyelids; mouth is a small amused curve, four surface stitches.

Before you sew

- Pin every attachment before a single stitch of sewing. Simon has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

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CHAPTER 63 · SIMON

Simon, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The antenna bends over and the tip darkens.

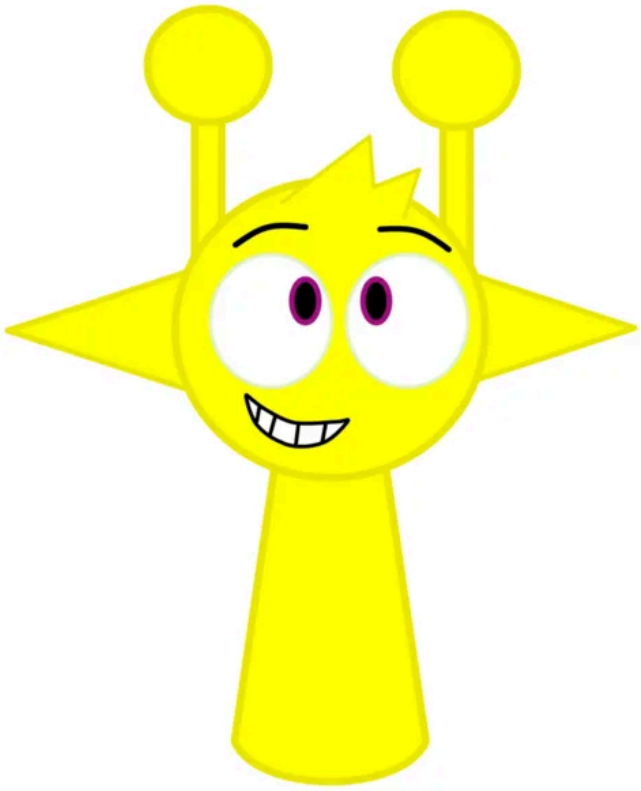
What changes in yarn

Work the antenna stem in the same yellow as the body rather than gold, and the tip in charcoal. One colour change on a ten-minute piece, and the whole character turns.

Notes for the maker

One antenna, not two. Two makes him Oren without the headphones.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Simon, normal form. Antenna with a yellow tip, confident stance.



Simon, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 65 · CHARACTER

Sky

Sky blue · Clear pale blue, calm simple face



Sky is the quiet one: pale blue, a simple face, nothing on the head. He is the fastest character in the book, which makes him the one to make when a child wants a toy today rather than next week.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#A1F0F4 main colour	**#56D5DE** detail colour	**#FFFFFF** trim colour

What to buy

Yarn	Where it goes
Pale sky blue	the body
White	the eye highlight
Black	the eyes and mouth

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 66 · SKY

Making Sky

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in pale blue. No changes at all.
Face	Base eyes and eyelids. Mouth is a single small upward curve, three surface stitches.
Finishing	Nothing else. No hat, no ears, no accessories.

Before you sew

- Pin every attachment before a single stitch of sewing. Sky has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

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> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 67 · SKY

Sky, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The pale blue deepens and the calm face keeps its shape. He is the least changed of the twenty, which is the point.

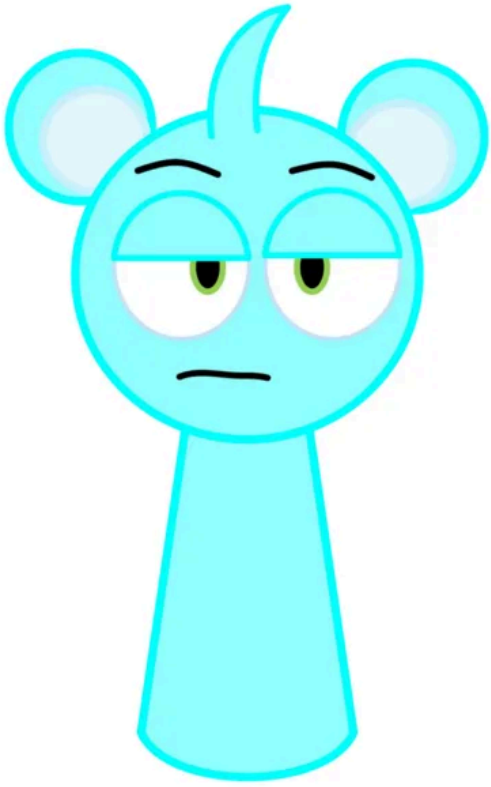
What changes in yarn

Work the body in a deeper blue and leave the face exactly as written. If you want the horror version to read at all, resist adding anything.

Notes for the maker

If you are making several, make Sky first: he is the reference for how tight the base should be, and every other character is measured against him.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Sky, normal form. Clear pale blue, calm simple face.



Sky, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 69 · CHARACTER

Tunner

Bourbon spice brown · Brown fur trim, calm expression



Tunner is warm brown with a fur trim around the neck and the calmest face in the set. The trim is the one piece worth making properly: it is what stops him reading as a brown version of Simon.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#6B3C0F main colour	**#8B4513** detail colour	**#E8DBC3** trim colour

What to buy

Yarn	Where it goes
Bourbon brown	the body
Cream	the fur trim
Dark brown	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 70 · TUNNER

Making Tunner

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in bourbon brown.
Fur trim	A ring worked into the neck join: pick up 18 stitches around round 17, then work (2 sc, inc) six times into the back loop only, then one round of slip stitch. The front-loop ridge makes the trim stand out.
Ears	Two small rounded flaps, magic ring of 4 with one increase round, sewn at the sides of the head above the trim.
Face	Base eyes and eyelids in dark brown; mouth is a short relaxed line.

Before you sew

- Pin every attachment before a single stitch of sewing. Tunner has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 71 · TUNNER

Tunner, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The fur trim goes ragged and the calm face holds.

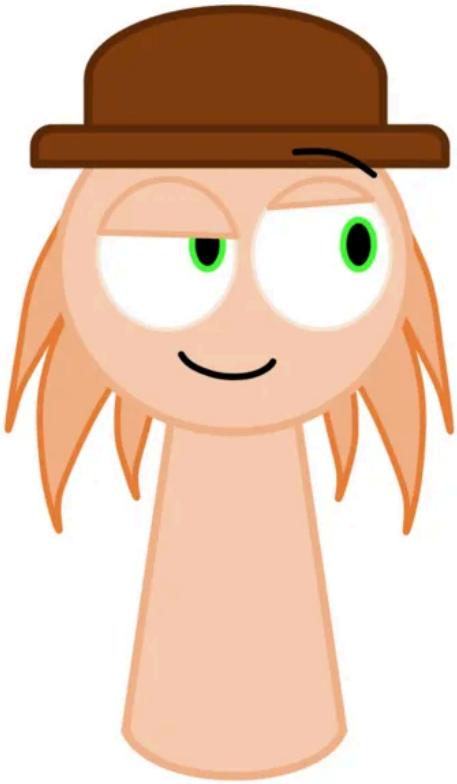
What changes in yarn

Work the trim with alternating front-loop and back-loop stitches so the ring sits unevenly, and leave one section of four stitches unwidened. Keep the face as written.

Notes for the maker

The trim is worked after the body is closed, picking up stitches rather than sewing a separate ring on. Sewn-on rings always drift on a toy that gets handled.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Tunner, normal form. Brown fur trim, calm expression.



Tunner, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 73 · CHARACTER

Vineria

Green · Bottle-shaped body, plant-inspired trim



Vineria is a bottle: narrow at the neck, wide at the base, with a leaf trim where a label would go. The shape comes from a slower increase than the base pattern uses, so her body is the one place the round counts genuinely differ.

> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#228B22 main colour	**#4CAF50** detail colour	**#D8EBD8** trim colour

What to buy

Yarn	Where it goes
Mid green	the body
Dark green	the leaves
Pale green	the trim band
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 74 · VINERIA

Making Vineria

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Head	Base pattern, rounds 1 to 17, in mid green.
Bottle body	From the neck: round 18 as written (24). Then increase more slowly than the base: 19: 24, 20: 30, 21: 30, 22: 36, 23: 36, 24: 42. Rounds 25 to 30: 42 sc. Round 31: (5 sc, dec) x6 to 36. Round 32: (4 sc, dec) x6 to 30. Round 33: (3 sc, dec) x6 to 24. Round 34: (2 sc, dec) x6 to 18. Round 35: (1 sc, dec) x6 to 12, then draw the opening closed.
Leaf trim	Five leaves worked as small flat ovals (chain 6, sc around) and sewn around round 24, evenly spaced.
Face	Base eyes and eyelids; mouth is a short horizontal stitch pair.

Before you sew

- Pin every attachment before a single stitch of sewing. Vineria has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 75 · VINERIA

Vineria, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The bottle cracks and the leaves darken. The shape is the same glass, damaged.

What changes in yarn

Work the leaf trim in charcoal and attach only three of the five leaves, spacing them unevenly. Keep the slow bottle increase exactly as the character chapter gives it.

Notes for the maker

The slow increase is the shape. Working the base pattern's increase every round gives a sphere with a green colour, not a bottle.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Vineria, normal form. Bottle-shaped body, plant-inspired trim.



Vineria, horror form. Same body, different surface.

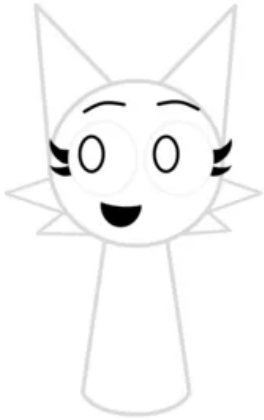
> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 77 · CHARACTER

Wenda

White · Cat-like face, tufts of fur on the cheeks

Wenda is white with a cat face and tufts at the cheeks, and she is the character most people meet first. In crochet the tufts are three short strands of surface stitch on each side, which is a five-minute job with a disproportionate effect.



> Uses the shared body from the earlier technique chapter, with the changes given on the next page.

Palette

#FFFFFF
main colour

#D9D9D9
detail colour

#111111
trim colour

What to buy

Yarn	Where it goes
White	the body
Pale grey	the tufts and the ear inside
Magenta	the ears
Black	the eyes

> Any DK or worsted that meets gauge will do; the hex values above are approximate suggested colours, not a brand. Take the swatches to the shop and match by eye under daylight — a match made on a screen, in a room lit by warm white lamps, is a different colour.

CHAPTER 78 · WENDA

Making Wenda

Work the shared body to round 32 unless a row below says otherwise, then make the changes this table lists. The round numbers are the shared body's numbers.

Part	What changes
Body and head	Base pattern, rounds 1 to 32, in white.
Ears	Two small triangles, chain 6 and decrease to 2, sewn to the crown at an angle. Work a pale-grey inner triangle and sew it on top.
Cheek tufts	Three 3-stitch surface stitches fanning out from each cheek, in pale grey. They should sit below and outside the eyes, not level with them.
Face	Base eyes and eyelids; a small triangle nose in black, and a mouth that turns up at both ends.

Before you sew

- Pin every attachment before a single stitch of sewing. Wenda has more going on above the face than below it, and placement is what reads as the character.
- Check the stitch count at the end of every growing round. If a round closes on the wrong count, the change you made is the reason.
- Work the face last, in daylight, with the piece upright. Faces worked lying flat come out crooked once the toy is stuffed.

> **This is a first draft.** The changes above are reasoned from the published body and the character's reference art; they have not each been test-crocheted. If a round will not close or a piece sits wrong, the book is probably wrong.
>
> Send corrections to sprunki.com/blog/sprunki-amigurumi-patterns or sprunki.com/contact. A corrected version, or the way you did it instead, is just as welcome.

CHAPTER 79 · WENDA

Wenda, the other version

Every character in Sprunki has a second form. Making it is not a second toy: it is the same body, with one or two deliberate changes.



The form this chapter describes. Full reference plate overleaf.

What changes on screen

The tufts lengthen and the mouth widens. The cat face is still a cat face, which is what makes it work.

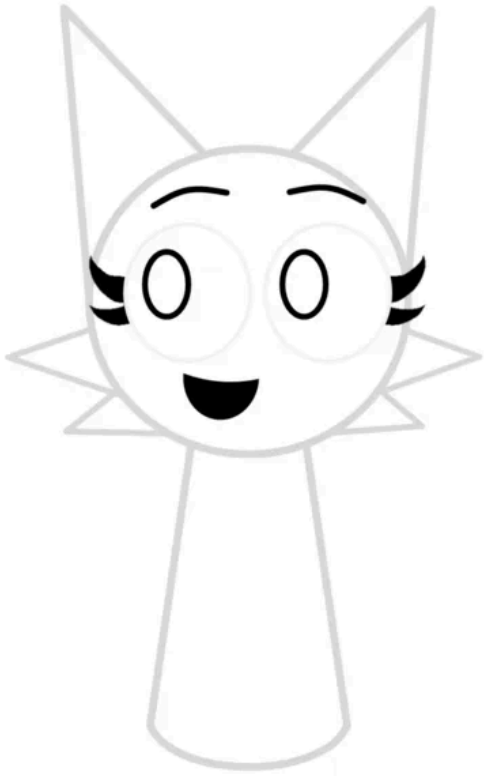
What changes in yarn

Work the cheek tufts as five stitches each instead of three, and extend the mouth two stitches further on each side. Keep the eyes as written.

Notes for the maker

White yarn shows every loose end. Weave in as you go rather than at the end, or the toy will look grubby before it is finished.

> **Keep both versions separable.** If you expect to make both, make the horror parts as pieces you sew on last — ears, brows, trim, antennae. A toy you can turn over by unpicking three seams is two toys.
>
> Children who play the game know this version exists. Making it is not a secret to keep; the honest line is that the toy is a toy, and the frightening part is the screen, not the yarn.
>
> Corrections for this character: sprunki.com/blog/sprunki-amigurumi-patterns.



Wenda, normal form. Cat-like face, tufts of fur on the cheeks.



Wenda, horror form. Same body, different surface.

> Reference art, not a photograph of a finished toy. Match the silhouette and the placement; the yarn will never match the render, and it should not try to.

CHAPTER 81 · REFERENCE

Colour index

Suggested normal-form palettes for choosing yarn. These screen colours are approximate, not official specifications or yarn-brand matches.

These are approximate suggested colours: a starting point for matching, not a specification. No yarn is manufactured to a hex code, and a swatch seen in a shop is not the colour you see at home.

Character	Colour	Main	Detail	Trim
Black	Black	#111111	#333333	#FFFFFF
Brud	Brown	#6B3C0F	#8B4513	#E8DBC3
Clukr	Silver	#C0C0C0	#808080	#EEEEEE
Durple	Vibrant purple	#8000FF	#5500AA	#B388FF
Fun Bot	Silver and gold	#E8E8E8	#FFD700	#111111
Garnold	Gold	#B8860B	#DAA520	#FFE5A8
Gray	Gray	#4A4A4A	#A9A9A9	#E0E0E0
Jevin	Blue	#2F4F8F	#4169E1	#D2E4F5
Mr. Fun Computer	Gray and rainbow	#C0C0C0	#8B5A2B	#0088FF
Mr. Sun	Yellow and orange	#FFDF00	#FF9900	#111111
Mr. Tree	Green, brown, black	#3C9D46	#9B602B	#111111
Oren	Orange	#D83F00	#FF7F50	#FFDAB9
OWAKCX	Lime green	#A6F53D	#539B23	#FFFFFF
Pinki	Pink	#C71585	#FF69B4	#FFD6E0
Raddy	Red	#B22222	#BF0000	#FFD9CC
Simon	Yellow	#FFF000	#D6B900	#FFF7A3
Sky	Sky blue	#A1F0F4	#56D5DE	#FFFFFF
Tunner	Bourbon spice brown	#6B3C0F	#8B4513	#E8DBC3
Vineria	Green	#228B22	#4CAF50	#D8EBD8
Wenda	White	#FFFFFF	#D9D9D9	#111111

Buying in bulk

- Eight of the twenty share a family of greens, browns or blues. Buy those families in larger skeins and keep them together.
- Keep white and black for details. Measure the yarn used in a test piece before buying for a full set.
- Raddy's crimson carries an alpha channel (#bf0000de). Ignore the alpha: any strong crimson matches.

CHAPTER 82 · REFERENCE

Troubleshooting

Ten things that go wrong, why, and what to do about them.

Symptom	Likely cause	What to do
The body is egg-shaped	The round count slipped, usually between 21 and 27	Count the stitches in the current round; find the round whose count matches and continue from there. Unpick to the last correct round rather than adding stitches.
Daylight through the fabric	Hook too large for the yarn, or the tension was loose	Go down one hook size and make a 10-round sample before undoing the body.
The face is crooked once stuffed	The face was sewn flat, or the piece was not stuffed first	Stuff the head before sewing the face, and check it upright from arm's length. Unpick and re-pin rather than adding a second eye.
The eyelids will not stay over the eye	One crescent is too thin to hold shape	Work a second crescent and sew the two together before attaching. The doubled lid is what makes Clukr work.
Ears lean forward	Sewn at two points, or sewn at the crown instead of the sides	Sew the whole joining edge, and set the ears at ten and two o'clock rather than on top.
The colour change shows as a step	The change was made mid-round	Finish the round in the old colour, join the new colour at the start of the next round, and cover the join with a collar or trim where the pattern gives you one.
The base will not close flat	Too many stitches left before drawing through	Thread the tail through the front loops of every remaining stitch, pull firmly, then take one more pass. A base that still gaps needs a decrease round, not a bigger hole.
A hat sits like a chef's hat	The piece was centred on the crown	Move it forward, over the brow, and pin it before sewing. Almost every head prop in this book sits forward.
The toy does not survive a wash	Acrylic in a tumble dryer	Dry flat, away from direct heat. Felting is not reversible.
It does not look like the character	The face, not the body	Compare the eye gap and the eye height with the plate for that character. The body is nearly identical across sixteen of them; the face is not.

When to start over

Unpicking a round is always faster than living with the error. Unpicking six rounds is still faster. The only case for carrying a mistake forward is a mistake that is invisible once the piece is stuffed and photographed — and at that point, the honest thing is to write down what you did, because it will happen again.

CHAPTER 83 · REFERENCE

Corrections, and how to send one

This book has a second kind of author: whoever makes the toy and finds the mistake.

What we want to hear about

- **A round that will not close.** Tell us the chapter, the round number and the count you ended on.
- **A piece that sits wrong.** Tell us what it does — leans forward, covers the eye, will not lie flat — and at what round you attached it.
- **A method that works better.** If you made the same piece a different way and it looks right, that is a second pattern, not a correction. Both get published.
- **A corrected version of the whole character.** If you have reworked a first-draft chapter and tested it, say so and send it. Tested work replaces drafts, and it is credited to the maker.

How to send it

Post it at **https://sprunki.com/blog/sprunki-amigurumi-patterns**, which is the page this book is printed from, or through **https://sprunki.com/contact**. A photograph of the problem is worth more than a paragraph describing it.

What counts as tested

A finished sample validates the instructions its maker actually followed. Anne's photographs document her source work; they do not validate our later transcription, inferred rounds or added explanations. The edited source chapters and eighteen adaptation drafts still need checks against complete test makes.

Changelog

Edition	What changed
1 · 2026-10	Five-page starting guide: colour chart, practice body.
2 · 2026-10-28	Expanded to twenty characters, source-pattern transcriptions, eighteen draft adaptations, palettes, horror variants and troubleshooting.
3 · 2026-10-28	Separated Anne's source work from editorial interpretations; flagged the missing body round and ambiguous eye/eyelid instructions; corrected Mr Sun's face description and Mr Tree's lobe attachment; linked the original PDFs; corrected suggested palettes and shortened two overflow pages. No new test makes are claimed.

What still needs doing

The eighteen first-draft chapters need test crochet. That is the next edition's work, and it is the reason the correction channel comes before the appendix rather than after it.

Licence, credits and sources

Credits

The shared body and head, eye disc, eyelid, Mr. Sun and Mr. Tree come from **Anne R.**, who made the photographed examples and gave permission to publish her patterns. The three original PDFs are available at sprunki.com/blog/sprunki-amigurumi-patterns#original-pdfs. The transcription, suggested missing round, renumbering and reconstructed stitch sequences are sprunki.com's editorial work. Those changes await the maker's review and a test make.

The eighteen character adaptations, the palettes and the layout are ours. The characters and their names belong to ShinStar LLC.

What you may do

Make these for yourself, for your children, or as a gift. That needs no permission and never will. Photograph the result and put it on the fan works wall at sprunki.com/fan-art, where it is shown with the name of the person who made it.

Recording yourself making one, posting the process, or streaming a session is covered by the fan content policy, and the ad revenue stays with you.

What needs a licence

Selling a finished toy, selling a printed copy of this pattern, or building a kit around it. Those are physical goods and they sit outside the fan content policy, which covers video. Write to hi@sprunki.com and describe what you have in mind; a licence is a conversation.

Do not republish the colour chart as your own pattern, put the characters on merchandise or packaging, register the character names as trademarks, or claim the designs as yours.

Terms used

Term	Meaning
sc	Single crochet (US). UK double crochet.
inc	Two single crochet into one stitch.
dec	Two stitches worked together through their front loops.
ch	Chain.
sl st	Slip stitch.
magic ring	A closed, adjustable starting loop.

The living version

This book is printed from sprunki.com, where the pages keep being edited. If a round here and a round there disagree, the page is right. The three pages it comes from: sprunki.com/blog/sprunki-amigurumi-patterns, sprunki.com/blog/sprunki-amigurumi-crochet-guide, sprunki.com/fan-art.