

The Mystery of Dattakamo
Non-layouted text

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//What kind of game is it ?
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It is a communication game by using the sense of touch and imagination. The players imagine what on earth an excavated article of the "Dattakamo" civilization was by the sense of touch. It may have been a spaceship or a cactus. Imagine freely what it may have been.
Both visually disabled people and ordinary people can enjoy this game together.because it is a game which is played by using the sense of touch.

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//Contents
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piece of pottery ×12 rule book × 1 coin ×1 drawstring bag ×1

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//Instructions
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Our products don't have the same piece of pottery. When a piece is broken, you wrap it in paper without touching it directly and throw it away. When some malfunctions are found at the time of the purchase, please contact us immediately.
When you play with small children, please be careful not to swallow a piece by mistake.

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//What is the "Dattaka" civilization.? * Japanese "Dattakamo" means "What was it?"
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A long time ago, there was a civilization called "Dattakamo". In the old times when there was not a mammoth, the people who lived there had a high civilization enough to travel in space and the deep ocean. Their favorite thing was clay play. They enjoyed forming anything aroud them from clay, for example, flowers, stars, the moon, the sun, submarines, spaceships and so on.
They lived happily, but a volcano erupted suddenly and the "Dattakamo" civilization was ruined.
Time went by and the works of people of the "Dattakamo" civilization were excavated and they were

brought into the science academy. What were they ? The earnest study by a doctor and the students begins.

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//Basic rule of this game
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Decide start player as the role of a doctor in any suitable fashion
When the other players talk to the doctor, they have to say "Sir"
before any questions to show great respect.
The doctor have to talk with dignity.
When the doctor is about three-year-old child, someone can help him
as a assistant if necessary.

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//Set up
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Put all of the twelve pieces of the articles into the bag.
Players sit around the box in which the bag was put.
Put the bag on the central part of the box .

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//How to play this game
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- 1 The doctor put his hand into the bag and touches the pieces.
Choose one of them and imagine what it is by touch.
The doctor can decide what it is by his imagination.
•When the doctor choose one piece, don't look into the bag.
•Imagine only by touch.
- 2 When the doctor finish imagining what it is, take it out of the bag and put it on the desk.
- 3 The doctor says with dignity, "Do you know what it is?"
- 4 The students (the other players) touch the piece the doctor put on the desk.
They imagine what it is.
From the next student on the doctor's left, ask the doctor a yes / no question.
- 5 When a student hits on the answer and his turn comes, the student declares, "Sir,
This is ~ ."
When the answer is right, the game is over.
When the answer is wrong, the next student continues to ask a question.
When the game is over, the next student on the doctor's right plays the role of a doctor.
The game will be finished when all the players play the role of a doctor.

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//Ask a doctor any question
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When the student want to ask a question which can't be answered in
yes or no, the student hands
the piece to the doctor.
The doctor holds it in either his right or left hand so that the
students can't see it.
The student ask the doctor any question when he guesses right which
hand the doctor holds it in.
When he guesses wrong, he can't ask the doctor any question.
Two students can't do this challenge in succession.

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//A doctor talks to himself. * (Doctor's soliloquy)
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Once each student finishes asking one question , the doctor talks to
himself.
The doctor may talk about today's weather and what he wants to eat
but basically the
doctor gives a hint on what the piece is.