

How can I advance?

Announce "DATTO!"

The Leader can advance by additional steps matching the number of cards in their hand if they play the last (5th) card of a color.

One-Nine Dash!

If, among the cards with the color matching that played by the Leader, you played "1" and another player played "9", you advance 9 steps.

Highest number

Play the highest-number card among those with the color matching that played by the Leader.

Be the Leader

The Leader always advances 1 additional step.

Number Card Breakdown



×

1 3 5 7 9

DATTO!



"I Will Never Again Lose to the Tortoise...!!"

The hare who vowed to beat the tortoise in the next race is training hard! DATTO! (meaning "fast running hare" in Japanese) is a trick-taking game to compete by the colors and numbers of the cards played in turns. Take a nap skillfully and advance your player token more than anyone else before using up the cards in your hand!

Components

4 Course cards



4 Nap cards and 4 player tokens (1 each for 4 players)






40 number cards: (8 colors [sets] of 5 cards ["1", "3", "5", "7" and "9"])



Setup

1. Place the 4 Course cards in line.
2. Take out the colors (sets) of cards to use according to the following table, shuffle them face down and deal them to the players. Then hold the cards dealt to you as your hand, concealing what is on them from other players.

No. of Players	Colors to Use	Cards in Hand
 2	5 (Remove 3 colors)	12 (1 card remaining)
 3	7 (Remove 1 color)	11 (2 cards remaining)
 4	8 (Use all colors)	10 (No cards remaining)

Place the remaining cards aside face down.

3. The players each receive 1 Nap card and place it face up in front of themselves. Use a player token matching the color of your Nap card.



4. Determine the Leader in whatever way you like, and then take turns in clockwise order from the Leader to stack your player tokens on the "START" cell.



Now, the setup is complete!



How to Play

Repeat **STEPS 1 to 5** until all players use up the cards in their hands and NAP cards.

STEP 1

Determine the Leader

Check the positions of all player tokens. The player with the least steps taken (if multiple player tokens are stacked on that cell, the player whose token is at the bottommost) will be the Leader.



In the left figure, the player with the red token will be the Leader.

STEP 2

Play Number Cards / Nap

In clockwise order from the Leader, take turns to take an action, either to play a number card face up from your hand or flip your Nap card to pass.

Play a number card



Leader: You may play any one of your cards. If the required conditions are met, you may announce "DATTO!"

Other players: If you have any cards with the color matching that played by the Leader, you **must** play one of them. (If you do not have such cards, play any one card from your hand.)

Nap card



Throughout the entire game, each player can and must flip their Nap card once to pass their turn without playing a number card.

If the Leader passes, the color of the first card played by another player following that will be regarded the color of the card played by the Leader.



Announce "DATTO!"

If the card you play as the Leader is the last card of that color (if there are already 4 other cards of that color in the discard pile), announce "DATTO!" when you play it!



If there are 4 cards of that color in the discard pile...



DATTO!



Leader

By this, you can advance steps matching the number of cards remaining in your hand before moving on to **STEP 3!**

STEP 3

Compare cards and advance player tokens

After everyone has taken turns to perform an action, compare the played number cards and advance the player tokens as follows.

Only the player who played the **highest-number** card with the color matching that played by the Leader advances their token.

The number of steps to advance is the number on the **lowest-number** card among those played with the color matching that played by the Leader.

(If no other player has played a card with the matching color, the Leader advances their token the number of steps matching the number on their played card.)

3 5 9 1
Leader A B C

Ignore all colors except that played by the Leader.

The highest is 5
and the lowest is 3
so Player A advances 3 steps!

However, if, among the cards with the color matching that played by the Leader, **"1" and "9" are played at once**, instead of the player who played "9", **advance the token of the player who played "1" nine steps.** (This is called "One-Nine Dash!")

7 1 9 1
Leader A B C

Player A advances 9 steps!

Notes on Moving Tokens

- If you move into a cell already occupied by another player token(s), stack your token on top of it.
- The race will continue even after the player tokens have gone around the track. Flip each player token to indicate that it is on its next lap.



STEP 4

Advance the Leader's token 1 step

The Leader advances 1 step unconditionally.

STEP 5

Discard


Discard all the number cards played in **STEP 2**. Place the discarded cards face up in rows by color.

End of the Game

The game ends when everyone has used up their **number** and **Nap** cards. The player who has advanced the most wins! (If multiple players are on that cell, the player whose token is on the top wins.)

42 GAMES
<http://4-two.com/datto>

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 **Caution**

The game components may be accidentally ingested, so keep out of reach of children aged under 3. Do not leave in places with high temperature and humidity, as it may cause deterioration. Keep away from fire. It may cause deformation or fire.