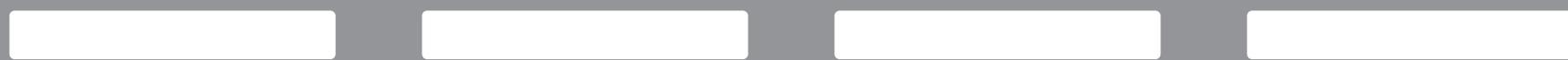


TOKYO



HIGHWAY

time ⌚ 30 min ~

Age 8 ↑

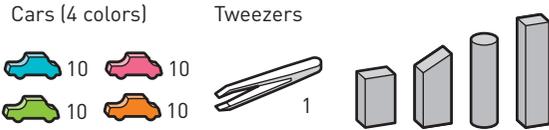
Players 2 👤 ~ 4 👤

Language EN

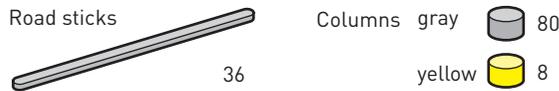


TOKYO HIGHWAY

1 Components



Construction Materials



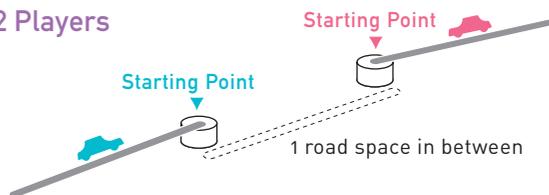
2 Preparation

(1) Distribute the game pieces to each player depending on the number of players (please refer to the diagram below).

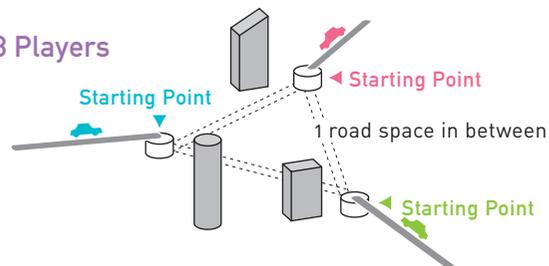
	2 Players	3 Players	4 Players
	10	8	7
	30	25	20
	3	2	2
	15	12	9

(2) The player who has driven on a highway most recently becomes the starting player. Each player places a [column (gray) + road + car] at the center of the table as shown in the illustration. This is the entrance to your highway. You will connect roads to your highway from this first column (starting point).

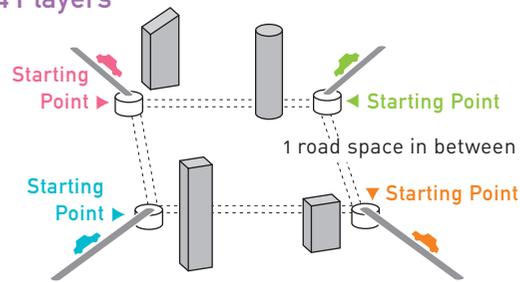
2 Players



3 Players



4 Players



(3) Starting from the last player (in reverse turn order), each player chooses a building and places it on an arbitrary point on the table. These will be obstacles when players build their highways. You may not touch or move buildings during the game.

*buildings are not used in a 2-player game

3 Goal of the Game

Construct your highway using columns and road sticks. Place your cars on the highway by building roads across (above or below) your opponents' highways. Build your roads efficiently to place all of your cars before your opponents.

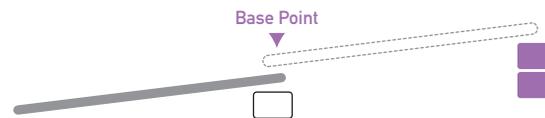
4 Order of Play

You have three things to do during your turn.

(1) Build a column

You may build one column to extend your road to. The column can be placed anywhere that is reachable with a road from your current base point (a column or a junction built in a previous turn).

The height of the new column must be exactly 1 above or 1 below the height of the base point. You may not construct a column of the same height, 2 or more stories above or below the height of the base point (with one exception, see: [7 Building a Junction]).



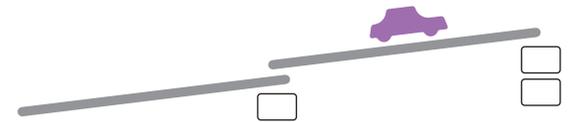
(2) Build a road

Place a road between the base point and the column built in (1). For placement rules, please refer to [5 Road Placement Rules]. You may adjust the position of the column in (1) when building your road.



(3) Place a car (if the conditions are met)

For details, please refer to [6 Car Placement Rules].



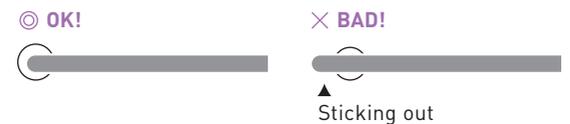
Your turn ends after your opponents check to see if your placements in (1) to (3) are valid. If there are any problems, fix them before moving on to the next player's turn. The game goes on repeating (1) to (3) alternately. You may no longer adjust the position of your columns, roads or cars once the next player builds a new column.

5 Road Placement Rules

Road placement is key to the outcome of the game. These rules must be followed when building your road.

(1) Align roads on top of columns

The ends of a road must rest on column tops, and within their bounds.



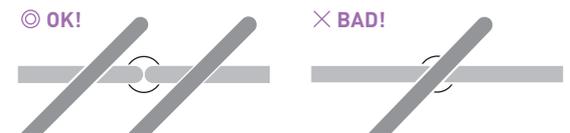
(2) Connect road ends on a single column

Roads may be stacked or placed adjacently on a single column.



(3) Do not build over columns

Your roads may not be built directly (or partially) over a column.

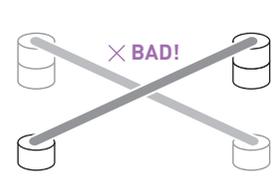


(4) Other prohibited actions

Highways may not reconnect to themselves



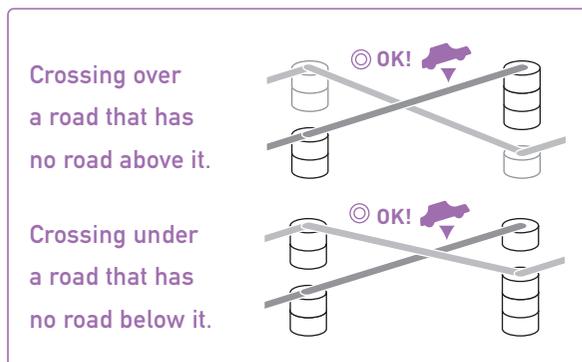
Roads may not touch other roads, columns, or cars



Use your construction materials effectively and create an awesome highway!

6 Car Placement Rules

To place a car on your highway, a road you construct on your turn must cross your opponent's road in either of the following ways,



You may place 1 car for each road that your road crosses while satisfying the above conditions. You may place your car on any part of the newly constructed road. You may instead choose to simply extend a road without meeting the conditions for car placement.

[Note]

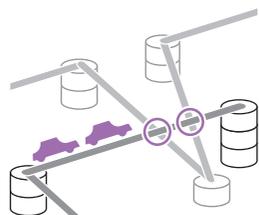
- . You may not place a car for building a road across your own highway.
- . You may not place cars on roads constructed in previous turns.

[Example 1]

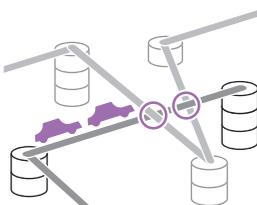
Place your cars efficiently to gain the upper hand!

If your road crosses multiple roads satisfying the conditions, you may place multiple cars according to the number of roads crossed.

Crossing over two roads at the same time



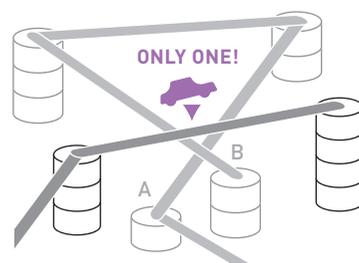
Crossing over & under at the same time



[Example 2]

Please check if your road meets the conditions.

Your road crosses over two of your opponent's roads, but [A] is already crossed over by [B]. The only road that has no road above it is [B], so you may only place 1 car.



7 Building a Junction

The yellow columns are called junctions. When you [4-(1) Build a column] as a junction, you may do the following.

(1) Increase or decrease the height of the column by any number

You may freely choose the height of the column regardless of the height of the base point (same height is also possible). The yellow column must be placed on top of at least one gray column, and cannot be used independently. On the following turn, you may only construct a column of one more or one less story as usual, unless you choose to build another junction. If the road angle is too steep it becomes harder to place a car, so be careful!



(2) Branch out to two-ways

Junctions also allow you to branch your highway in two directions. You may do this on the turn after, or on any of your subsequent turns. You may only branch out once from each junction.



8 Making an Exit

If you can ground a road safely to the table, you have created an **exit to your highway**. You may place an additional car as a bonus point on the exit road. If your exit road also crosses your opponent's road, satisfying the conditions in 6, you may place multiple cars on the road. **You may not start a new road from the exit**, so this needs to be planned at the end of the game, or with the use of junctions.

9 Penalty

If you knock over your opponent's cars, columns, or roads during the game, you must hand over your columns (gray or yellow) to them as a penalty. You must offer an amount equivalent to the pieces you knocked over. The game proceeds only after the displaced parts are fixed by the player responsible for the damage. There is no penalty for dropping your own pieces.

10 End of the Game

(1) When all of your cars are placed on the highway

The first player to place all of their cars is the winner. The other players will continue playing for subsequent rankings.

(2) When construction materials run out

If you run out of construction materials, **your opponents go on to play their next turns**. If your opponents complete their turns without penalty, the player with no more construction material will lose the game immediately. Other players will continue playing. If only one player has remaining construction materials, they win the game.

Dawn of the Highway in Tokyo

In 1962, Tokyo Metropolitan Expressway opened in Tokyo with a mere length of 4.5 km, aiming to reduce traffic congestion in Central Tokyo. With the 1964 international sports event upcoming, cheap and available land had to be chosen to rush the Expressway's construction. This, as a result, gave rise to the unusually complicated structures of the highway. Later, with the completion of loop lines and interconnections, numerous grade separations were installed, which further added to the complexity of the construction. Today, the expressway has a total length of 310 kilometers and forms a distinctive metropolitan highway, unlike any other in the world. This game is designed based on this history of the Tokyo Metropolitan Expressway. The intricate three-dimensional construction that arises from the table is sure to fascinate every player. Enjoy the tension and excitement as you hold your breath and stack up the pieces, and feel the sense of accomplishment as you build your own unique highway!

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Game Design: Naotaka Shimamoto / Yoshiaki Tomioka
Art Direction: Yoshiaki Tomioka
English Translation / Project Coordination: Nozomi Obinata
Game Tuning: itten

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