

TOKYO HIGHWAY

2 PLAYER VERSION

2 Players 30+ min 8+ Age

1 | About This Game

Construct your own unique highway that crisscrosses the highways of other players. To win the game, cleverly build your roads and be the first player to place all of your cars down.

2 | Components

Rule Sheet

Car: 10 Types × 2 Colors
(Purple, Green)



Construction Materials

Road-Sticks 30
Gray Columns 60
Yellow Columns 6

3 | Preparation

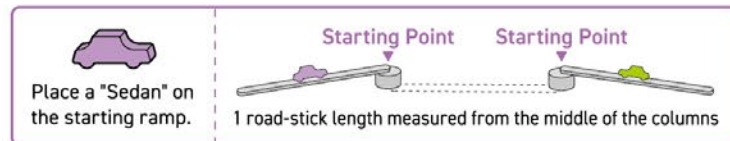
① Distribute Components

Players choose their color and take the corresponding cars. Then, distribute Construction Materials for each player depending on the number of players.

Materials				
Numbers	10	30	3	15

② Build Starting Ramps

Players build their starting ramps to enter the highway by using one road-stick and one gray column. The middle point of the columns should be equidistant between players, based on the number of players (see below). Once players have built their starting ramps, each player places a Sedan on their road-stick.



③ Determine the Starting Player

The player who most recently saw a rainbow becomes the starting player. Players take turns in clockwise order.

4 | Turn Actions

During their turn, players do the following actions in order.

① Build a Column

Players must first build columns to extend their roads to. The position of the new column can be anywhere as long as it's reachable from the base point, which is the column or Junction that the player placed in their previous turn. The height of the new column *must* be 1 higher or 1 lower than the height of the base point. Players may not build a column of the same height, or more than 1 column difference higher or lower than the height of the base point. (With exception, see 7. Building a Junction)

Players are encouraged to use a road-stick to measure the distance before placing new columns.



② Build a Road

Build a road between the base point and the column built in ①. The position of the column built in ① can still be adjusted at this time, but the previous base point cannot be touched. (Refer to 5. Conditions for Car Placement)



③ Place a Car

If the new road that was built in ② meets the car placement conditions, players must then place a car anywhere on that road-stick. (Refer to 6. Conditions for Car Placement)



If there's any problem with the new column/road placement, it must be resolved before moving on.

Otherwise, the next player takes their turn, and the process repeats. Players may no longer adjust the position of their columns, roads, or cars once their turn is over.

*Use Tweezers as needed.

5 | Road Placement

Road placement heavily affects the outcome of the game. Note the following rules. The ends of the road must rest on the column tops, or on a connecting road-stick.

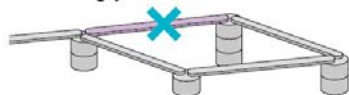


Road-sticks can never appear to cross over columns when viewed from directly above.

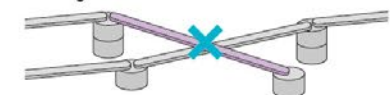


*Note: This applies to your own columns as well.

Enclosing your road is invalid.



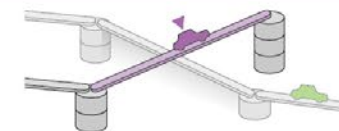
Touching other roads or columns is invalid.



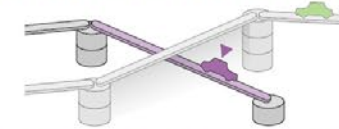
6 | Conditions for Car Placement

If you place a road-stick that crosses **another player's road-stick** (one between two columns) *and* of the below conditions, place a car on it.

A. The road-stick placed is the first to cross over another player's road.



B. The road-stick placed is the first to pass under another player's road.

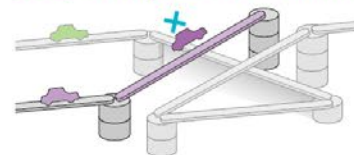


Note • A car can't be placed on a road built in a previous turn.
• A car can't be placed if the road-stick placed also crosses your own road.

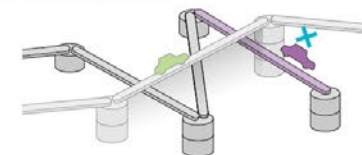
Only 1 car can be placed for 1 road-stick crossed over / passed under, that meets the condition A or B. Cars can be placed on the road in any position.

Even if the road doesn't meet the car placement conditions, players can still place their road-stick to cross highways.

Note Examples of cars that can't be placed



The pink road that the blue road crossed over has already been crossed over by another pink road.

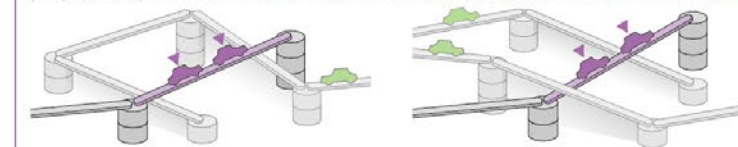


The pink road that the blue road passed under has already been passed under by another blue road.

In both examples, neither roads are the "first" to cross over, so cars can't be placed.

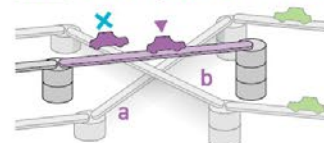
Examples of placing several cars

If a blue road crosses over / passes under several pink roads, the blue player can place one car for each road with which the conditions are met.



In both examples above, there are two roads that have been crossed over / under at the same time as the "first one". Therefore, two cars can be placed.

Note Examples of a common mistake



In the picture on the left, the purple road crosses over two Green roads. But (a) has already been crossed over by (b), therefore, only (b) is the "first one" that the purple road crossed over. In this case, only one blue car can be placed.

7 | Building a Junction

The yellow columns are Junctions, and can be used with gray columns (following 4. Order of Play - ① Build a Column.) to do the following.

① Build a new column of any height

Players may build a column of any height difference from the base point, or even the same height.

Note A Junction can't be placed by itself.

It must always be used with one or more gray columns and placed at the top.

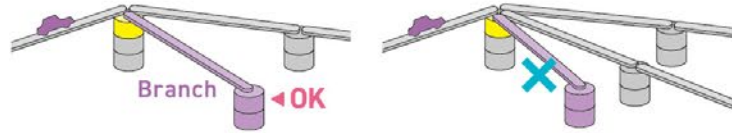


Players may use multiple Junctions in consecutive turns. But once a regular gray column is placed, it must again follow the rule of increasing or decreasing the height by one.



② Branching out to two highways

Using a Junction, players may "branch" their highway into two highways, creating two base points to expand from in subsequent turns. However, a Junction may only branch out once (though another Junction may be used to branch an existing branch).



8 | Building an Off-ramp

Players can create an exit from their highway - called an 'Off-ramp' - from a base point of a single column height. In this way, the Off-ramp end of the road-stick sits on the table without a column. When creating an Off-ramp, the player places 1 car as a bonus.

If an Off-ramp road crosses over / passes under another player's road, and meets the conditions (Refer to 6. Conditions for Placing a Car), an additional car may be placed on it like usual. **Note that further roads cannot be connected to an Off-ramp.** So, think carefully about using Off-ramps near the end of the game, or use Junctions to branch your highway first.



9 | Penalty

If a player knocks down another player's cars, columns, or roads during the game, regardless of the number of items knocked down, that player hands over 1 column (either gray or yellow) to the owner of the item(s). All players help to re-place the fallen items and the game continues. No penalty is applied for knocking down your own items.

10 | End of the Game

① A player places all of their cars

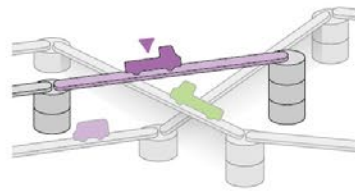
The first player to place all of their cars on their highway is the winner!

② A player's Construction Materials run out

If a player doesn't have a column or road-stick to place during their turn, they must pass. If another player then take a turn without penalty, the player who passed loses the game. (Whereas if another player committed a penalty of knocking over an item belonging to the player who passed, they would earn a column allowing them to continue.)

Additional Rule | Placing the same car type!

For advanced players, try this additional rule.



If player A places a car and it's the same car type that player B already has on the road that player A crossed over / passed under, player A gets 1 column from player B.

*Only 1 column can be taken this way per turn, and if player B doesn't have a column, then Player A can't receive one.

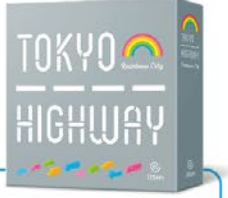
Car Types list

Sedan	Sports Car
Electric Car	Food Truck
Family Wagon	Limousine
Delivery Van	Construction Truck
Jumbo Trailer	Highway Bus

Up to 6 Players Can Play With TOKYO HIGHWAY RAINBOW CITY

Combine this 2 player version with TOKYO HIGHWAY Rainbow City (sold separately) to enable play for up to 6 players.

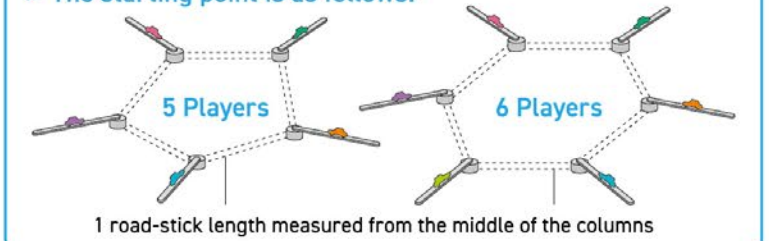
Mission Rules which make the game even more interesting are included!



Please Note:

If you combine the games, follow the rules of TOKYO HIGHWAY Rainbow City.

- ▶ The rules are the same for 5 or 6 players.
- ▶ The number of cars and materials is the same as for 4 Players.
- ▶ The starting point is as follows.



Dawn of the Tokyo Highway

In 1962, Tokyo Metropolitan Expressway opened with a mere length of 4.5 km aiming to reduce traffic congestion in central Tokyo. With a major 1964 international sports event in sight, low-cost and available lands were chosen to rush its construction. As a result, this 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 with no precedents seen in the world. This game was inspired by the unique history of Tokyo Metropolitan Expressway. The intricate 3-dimensional constructions that arise on the table will fascinate all players of the game. Enjoy the tension, unpredictable development of the highway, and sense of accomplishment as you hold your breath and pile up the pieces!

Game Design : Naotaka Shimamoto / Yoshiaki Tomioka
 Art Work : Yoshiaki Tomioka
 Direction : Naotaka Shimamoto
 Development Crew : Masayuki Ikegami / Itsuka Takeuchi / Tomomi Adachi

www.itten-games.com

©2024 itten, LLC. All rights reserved.

TH2-01 (LS)-2024

