

TOKYO HIGHWAY Rainbow City

SOLO

Basic Rules

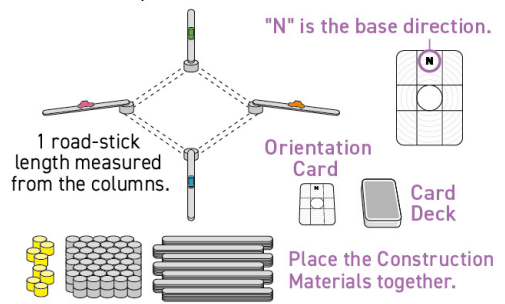
1人 40分~ 8歳~

1 | About This Game

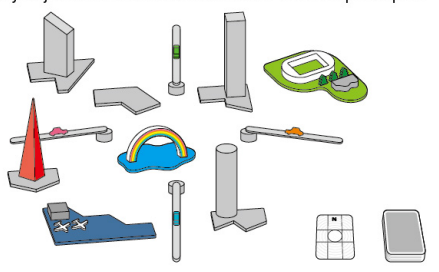
This bonus pack contains 37 cards to play TOKYO HIGHWAY Rainbow City (sold separately) for a single player. The base rules are the same as TOKYO HIGHWAY Rainbow City, but the player needs to build highways by following the instructions on the cards. Build four highways on your own and aim for a high score based on the missions.

2 | Preparation

① Starting Setup
After building the starting ramp, place the Orientation Card nearby. The "N" marked on the Orientation Card serves as a reference for the play area of the entire table. Do not move the Orientation Card during the game. Form a card deck with the rest of the cards and place it next to the Orientation Card.



② Placing City Objects
After preparing the play area like above, the player places City Objects and Areas around the table freely. *Each City Object and Area must be at least 1 column space apart.



3 | Turn Actions

A "turn" consists of the player constructing a road in each of the four highways, one by one, in a clockwise direction. After 8 turns, the game ends.

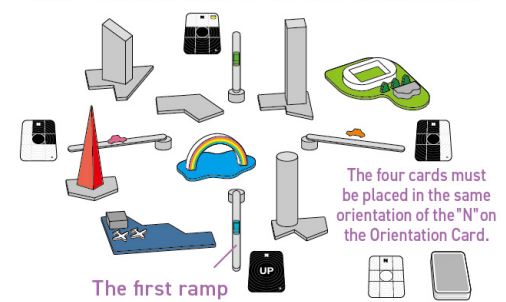
Draw Four Cards

At the beginning of each turn, draw and reveal four cards from the deck. Each card shows instructions such as which direction the highway can be extended. *Refer to 4. The Cards.

Assign the Cards

Assign one card per highway. The player can decide which card is assigned for which highway. Once you have decided, place each card near the starting ramps.

Note The cards must be placed following the direction of the "N" on the Orientation Card.



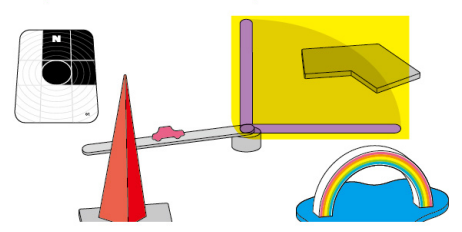
Starting from the first highway, in a clockwise direction, start building the highways following the instructions of the cards. If the road that was built meets a car placement condition, the player must then place a car anywhere on that road-stick. The played cards are then placed face down. (At the end of each turn, put the played cards in a pile.) Repeat this for 8 turns.

4 | The Cards

The player follows the instructions of the cards to build the highways. The cards show a combination of elements as follows:

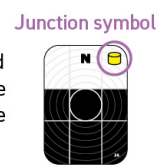
1. Direction of the road extension

The black section of the card indicates the direction in which the player can build the road. Please note that the direction of the road that has already been placed isn't affected by the direction.



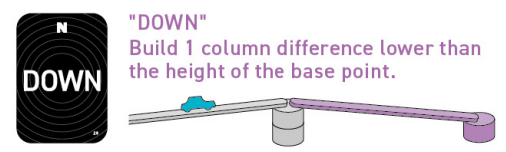
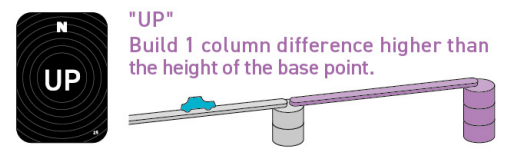
2. Junction

A junction can only be placed when it is marked on the card. The player can also choose not to use a Junction.

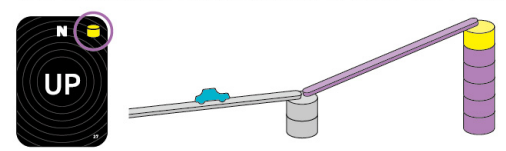


3. Build Columns Up or Down

Cards with UP or DOWN indicate that the road must be built to go higher (Up) or lower (Down). The highway can be extended in any direction.



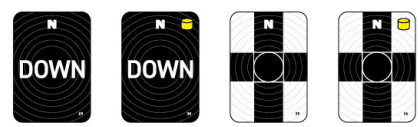
If there is a Junction symbol on the cards, there is no limit to the number of columns used per road as long as it follows the instructions to go (UP or DOWN).



5 | Notes

The First Turn

On the first turn, if the cards drawn are one of these four cards (In the image), place that card aside, and redraw until the four cards are not one of the following. Then place the cards set aside back into the deck and shuffle the deck.



A Redraw

The player can redraw cards up to three times throughout the game. After three redraws, the player must always use the card drawn.

*This does not include the redraw on your first turn as described above, The First Turn.

Common Materials for all Four Highways

Columns are used as a common material for all four highways. As long as the stock is available,

there is no limit to the number of columns used per highway.

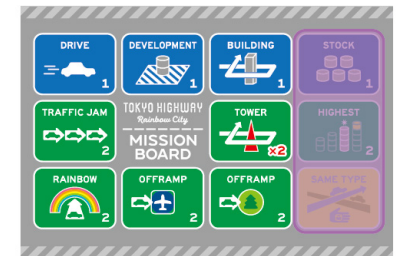
However, only two junctions can be used per highway.

Knocking Down

If the player knocks down cars, columns, or roads during the game, regardless of the number of items knocked down, only remove one column from the stock in that turn.

Mission Board

The rightmost missions on the mission board (STOCK, HIGHEST and SAME CAR) are not used for SOLO.



6 | End of the Game

The game ends when any of the following occurs:

- ① When all 8 turns have been completed.
- ② When all cars of one color have been placed. The game ends when all roads for that turn have been built.
- ③ When it is no longer possible to build within the card limits.
- ④ When it is no longer possible to build anything due to the lack of columns.

The player scores points using the Score Board. Once all the scores have been tallied check your progress as follows:

| | |
|---------------------|------------------|
| 0~28pts Good Start! | 56 pts~ Nice! |
| 32 pts~ Moving Up! | 64 pts~ Great! |
| 40 pts~ Good! | 72 pts~ Amazing! |
| 48 pts~ Solid! | 80 pts~ Genius! |

Game Design : Naotaka Shimamoto / Yoshiaki Tomioka
Solo Rule Development : Masayuki Ikegami
Art Work : Yoshiaki Tomioka
Direction : Naotaka Shimamoto
Development Crew : Itsuka Takeuchi / Tomomi Adachi
Proofreading : Mandy Tong