

TOKYO



HIGHWAY

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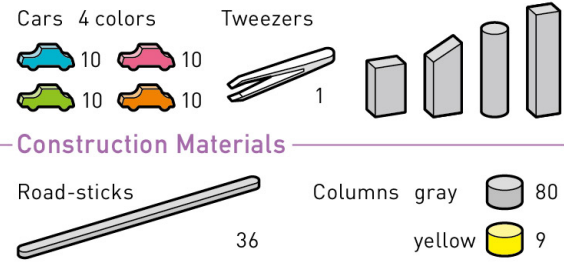


time ⌚ 30min~ age 14↑ players 2👤~4👤 language EN



TOKYO HIGHWAY

1 Components



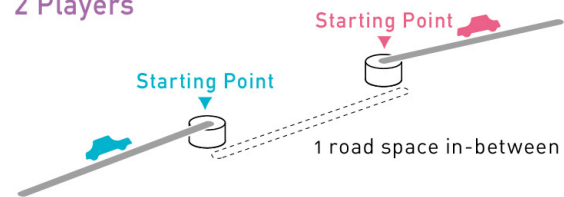
2 Preparation

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

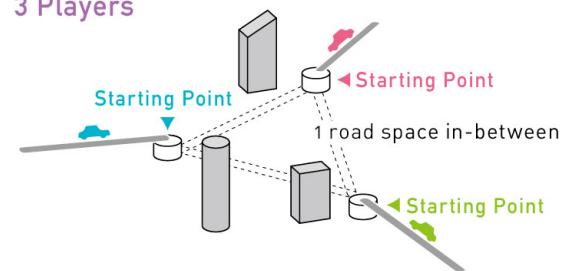
	2 Players	3 Players	4 Players
	10	8	7
	30	25	20
	3	3	2
	15	12	9

2 Each player locates a [gray column+ 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).

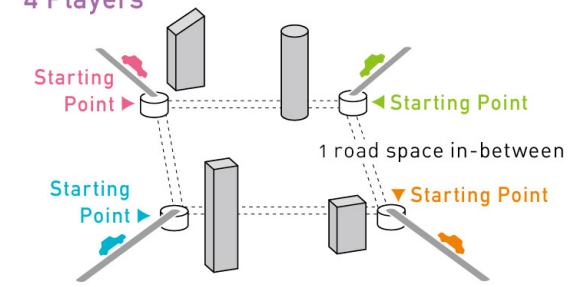
2 Players



3 Players



4 Players



3 In reverse order (from the player building last), choose a building and place it on an arbitrary point on the table. This will be an obstacle when players build their highway. You may not touch or move buildings during the game.

*buildings are not used in a 2 players game

3 Goal of the Game

Construct your highway by using columns and road-sticks. Place your cars on the highway by building roads across your opponents' highways in grade separation. Build your roads efficiently to finish all your cars quicker than your opponents.

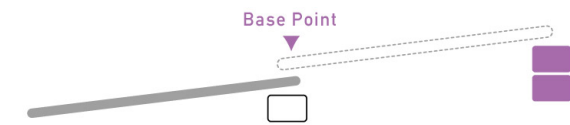
4 Order of Play

You have three things to do during your turn.

1 Build a column

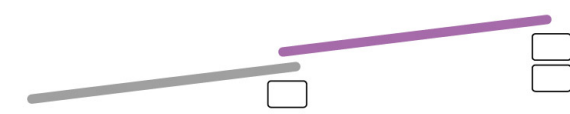
You may build one column to extend your road to. The position of the column can be anywhere as long as it is reachable from the base point (a column or junction built in your previous turn).

The height of the column must be 1 above or 1 below the height of the base point. You may not construct a column of the same height, 2 stories above or below the height of the base point (following is an exception - [7 Building a Junction]).



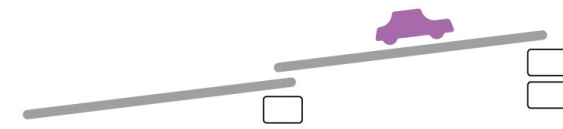
2 Build a road

Build 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

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



Your turn ends with your opponents' judge. If there is a problem, it must be sorted out on the spot.

Game goes on repeating 1 to 3 alternately. You may no longer adjust the position of your column, road or cars once the next player builds a new column.

5 Road Placement Rules

Road placement largely affects the outcomes of the game. Be cautious of the following points when you build your road.

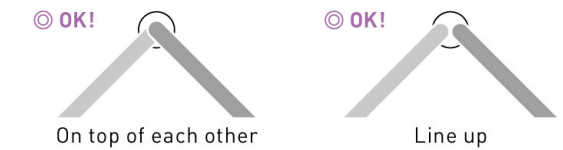
1 Adjust road edges on two columns

The edges of the road must rest on the column tops.



2 Connect road edges on a single column

Keep the balance when you connect road edges on a column.



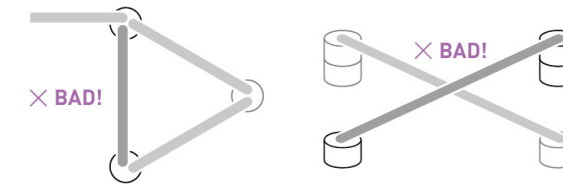
3 Do not cross over any column

Your road must not cross over a column.



4 Other prohibited acts

Do not make an enclosure. Do not touch other roads and columns.



Use your construction materials effectively and create an awesome highway!

6 Car Placement Rules

To place a car on your highway, the newest road you construct in your turn must cross your opponent's road (situated in-between two pillars) in either of the two following ways.

Crossing over a road that has no road above it.



Crossing under a road that has no road below it.



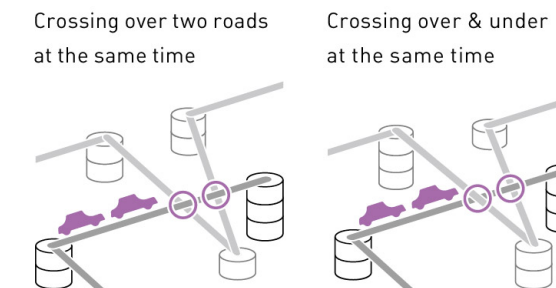
You may place 1 car for each road that your road crosses satisfying the above conditions. You may locate your car at any part of the newly constructed road. You may choose to simply extend a road without meeting the conditions for car placement.

[Caution]

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

[Example 1]

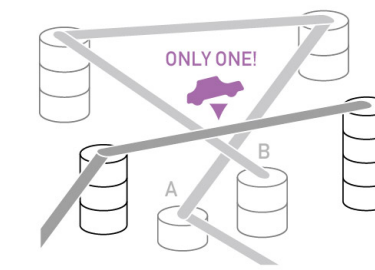
Place your cars efficiently to gain the upper hand! If your road crosses multiple roads satisfying the conditions, you may place multiple cars according to the number of roads crossed.



[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 the number of cars you can place here is just 1.



7 Building a Junction

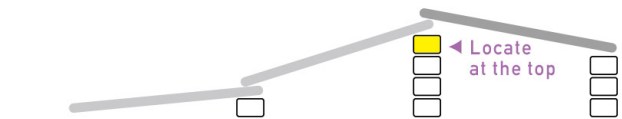
The yellow column is called the junction. When you [4-1 Build a column] as a junction, you may do the following.

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 at the top of the pile and cannot be used independently. You need at least one gray column beneath the yellow junction column. You may only construct a column of one more or less stories as usual in the following turn.

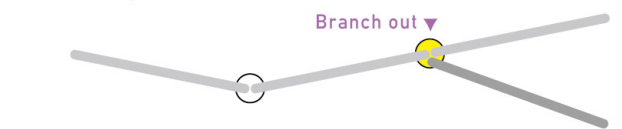
You may choose to build a junction consecutively in the following turn. In this case you may freely choose the height of the column again.

If the road angle is too steep it gets harder to place cars, so be careful!



2 Branch out to two-ways

You may branch out your highway to two ways from a junction. You may do this the turn after, or at any of your turns during the game. You may only branch out once from a 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 road crosses your opponent's road while grounding 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 drop your opponent's cars, pillars, or roads during game, you must hand over your pillars (gray or yellow) to your opponent as a penalty. You must offer a number equivalent to the pieces you have dropped. The game proceeds only after the dropped parts are fixed by the player responsible for the ruin. There is no penalty for dropping your own pieces.

10 End of the Game

1 When all your cars are placed on the highway

The first player to finish all their cars is the winner. Winner leaves the game and other players will continue the game.

2 When construction materials run out

If you are short of construction materials, your opponents go on to play their next turns. If your opponents complete the turns with no penalty, the player with no more construction material will lose the game immediately. Other players will continue the game.

Dawn of 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 upcoming 1964 international sports event in sight, low-cost, then available lands were chosen to rush its 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 with no precedents seen in the world. This game is designed based on such history of Tokyo Metropolitan Expressway. The intricate 3-dimensional construction to arise out of the table would fascinate all players of the game. Enjoy the tension, live-presence of the highway, and sense of accomplishment as you hold your breath and pile up the pieces!