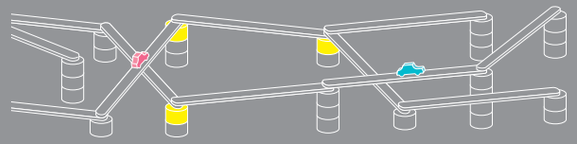
TOKYO HIGHWAY

Instruction Manual

Highway in Tokyo

Tokyo Metropolitan Expressway was first built 4.5km in 1962 for the purpose of increasing traffic flow efficiency in the Tokyo Metropolitan Area. Since then, expressway was extended to 33km for the first Tokyo Olympic in just two years. Therefore, cost-efficient and easy location was chosen in order to achieve difficult and excessively busy mission. As a result, Tokyo Metropolitan Expressway was formed conspicuously complicated design with many curves and multiple grade separations. Today, 310 kilometers of highway network has been built and became very unique urban expressway, with no similarities seen in the world.
This game is designed in the motif of Tokyo Metropolitan Expressway. While players play this game, complicated 3-dimentional space is formed, and it surely attracts players. Please enjoy tension, presence, and sense of accomplishment while you hold your breath and pile up pieces with your shaking hands.



language JP/EN　time 30min　age 8↑　players

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Game tuning : itten　Transration and support : Hiroshi Ashikaga
Special thanks : Meg／Chiyo／Uemura family／Yatsuka-san／Jun Kobayashi／Taku-chan

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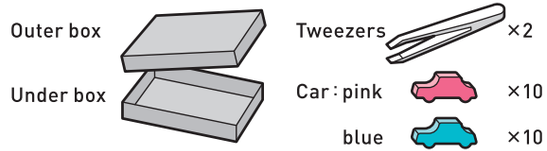
1. Preparations

① Check your game set.



② The playing field is laid out between the two players.

③ Each player chooses color of cars and shares all construction materials in half (10 cars, 30 gray pillars, 3 yellow junctions and 15 roads each).
※It is convenient for players to use outer box and under box to store each construction materials

④ Each player sets up one pillar and one road and one car as shown in the illustration. This is your entrance of highway.

Leave space equivalent to one road between two pillars.

⑤ A starting player is chosen randomly.

2. Object of the game

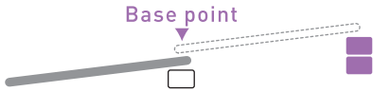
Players try to construct their own highway and make their cars go on while overpassing opponent's highway. The first player puts all the car on the highway is the winner.

3. Playing the game

Each player has three things to do in their turn.

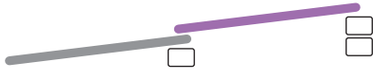
① Constructing pillar

Player constructs pillars to place road on.
Player can freely decide the construction area as far as the road is able to be conected from base point. Base point means the pillar or junction constracted in the last turn. Player cannot pile up same number or 2 more or less pillars than the number of pillars in base point. (The following is exception. 6.Constructing junction)



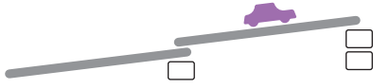
② Constructing road

The road needs to be placed on top of two pillars.
Player can adjust pillars when they place road.



③ Making cars go on the highway

When the condition is met, player can make cars go on the highway.
Turn finishes with opponent's judge.



Game goes on repeating ① to ③ alternately.

Player cannot adjust position of cars and pillars after opponent's construction.

4. Road constructions and cautions

Game is largely affected by how to placing roads.
Please be careful about the following points.

① Place edge of the road on each pillar.

◎OK!

×BAD!

Don't stick out

② Connecting roads on the pillar.

◎OK!

On top of each other

◎OK!

Line up

③ No overpassing on the opponent's pillar

Player cannot make roads overpass on the opponent's pillar.

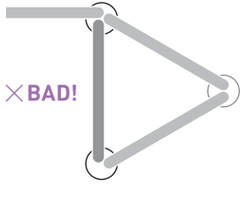
◎OK!

×BAD!

④ Other prohibited acts

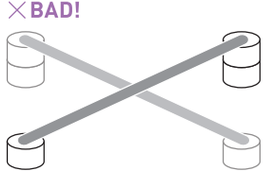
Don't connect roads to surround something.

×BAD!



Don't touch other pillars and roads.

×BAD!



Please use construction materials efficiently and create great designed highway.

5. Condition to make cars go on

Chance to put car on the highway comes only to the newest road player places in their turn. To get chance, Player needs to make their road cross to opponent's roads. There are two ways to cross opponent's roads, which is getting over or going under.

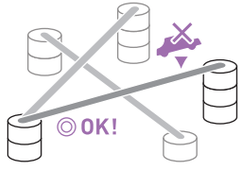
When player try getting over.

No other highway over the opponent's road.

When player tries going under.

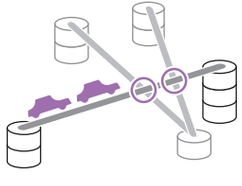
No other highway under the opponent's road.

If either condition meets, Player is able to put car on the highway. If not, Player cannot put car on the highway but still can connect the road.

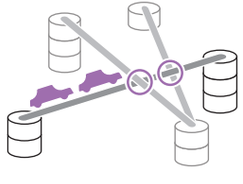


If player satisfies the condition and crosses multiple roads, the number of cars player can place on is same as the number of roads player crosses.

Overpassing two roads at the same time.



Overpassing and going under at the same time.



Caution

Player cannot put car on the highway, even if player crosses his or her own road.

6. Constructing junction

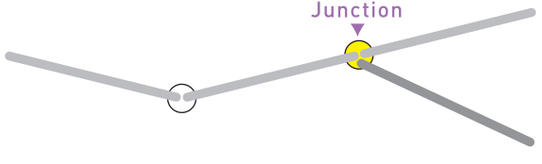
Yellow pillar is called Junction. Using Junction makes player possible to do following actions.

① Player can increase or decrease the number of pillars as much as they want.

Player needs to place Junction on top of the pillar.
Player can increase or decrease the number of pillars to pile up in this turn as much as they want in spite of the number of pillars piled up in the previous turn. However, player cannot use Junction independently. Junction needs to be used with more than one gray pillars.
In the next turn after using Junction, Player only can put one more or less number of pillars as usual.

② Branching to two-way.

Player can branch the road to two-way from the Junction anytime in the game.



7. Constructing exit of highway

If player can land the road safely on the ground level, this means exit of highway is created. Player can put one car as a bonus point on the exit road. At this time, if player cross the opponent's road with a condition, it is possible for player to put more than two cars on the exit road. Player cannot connect new road from exit of highway.

8. Penalty

If player dropped opponent' s car or destroyed opponent' s highway, player needs to give their construction material to opponent as a penalty. If player dropped multiple materials, the number of materials player needs to give has to be same as the number of materials they dropped. Even if player dropped their own car or destroyed their own highway, player doesn't need to pay a penalty.

9. End of game

When all cars were put on the road

Player put all cars first is the winner.

When construction materials were lacking

If the opponent finishes next turn with no penalty, the player lacking construction materials is the looser.

10. Simple rules for children

Changing following rules makes children easy to play with.

① Reduce the number of cars to use
② Not using Junction