



SIX SIGHTS

SINGAPORE

RULEBOOK



Watch our how
to play video
instead!

Plan a day of sightseeing fun in Singapore! Everyone has a different idea of what they want to do but only the best plan will convince the group.

Objective

Play cards portraying different landmarks of Singapore onto your proposed schedule to create the best plan!

Components



30 LANDMARK CARDS

Cards featuring some of the prominent landmarks in Singapore.

Each card has a number at the top left corner of the card, as well as a special ability that activates when played!





5 SCHEDULE CARDS
 Use these cards to
 arrange your perfect
 schedule!
 Each player gets one.

Setup

1. Prepare as many copies of each Landmark as there are players. (i.e. for a 4-player game, prepare four copies of each Landmark).
 *If you are playing a 2-player game, use 3 copies of each Landmark.
2. Shuffle the prepared Landmark cards and deal six to each player.
3. Give each player a Schedule card. Return all unused cards to the box.
4. You are now ready to play!



How to Play

Six Sights is played over six rounds, with each round consisting of players playing a Landmark card, resolving their abilities and adding them to their Schedule.

At the end of the game, players will end up with a Schedule depicting 3 Landmarks, with the best combination of Landmarks declared the winner!

Round Sequence

1. Play Landmark card
2. Activate Landmark Ability
3. Add Landmark to Schedule

1. PLAY LANDMARK CARD

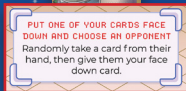
- 1.1. Each player chooses a Landmark card in their hand to play face down.
- 1.2. Once all players are ready, flip all chosen cards face up and activate their abilities.



1.1.



1.2.



2. ACTIVATE LANDMARK ABILITY

*Starting from the player who played the highest numbered card, each player resolves the ability of the Landmark they played.

If there were any Landmarks with matching numbers played, skip them and do not resolve their ability.

*There may be cards played that contradict this rule. In those cases, follow the rules on the card instead.

LANDMARK ACTIVATION ORDER



3. ADD LANDMARK TO SCHEDULE

After resolving or skipping the ability of the Landmark, the player adds it to their Schedule by placing it in one of its three slots.

If there is already a card in the slot, cover it with the new card.



END OF ROUND

Once all players are done with steps 1-3, the round ends.

If this is the end of the sixth round, i.e. all players have no more cards in their hands, proceed to check for the winner.

Otherwise, start a new round with everyone choosing another Landmark card to play.



End of Game

At the end of the sixth round, the player with the best combination of Landmarks in their Schedule wins!

The back of the rules shows all possible combination types and their hierarchy.

The player who has the best combination type wins! In case of multiple players having the best combination, the player with higher numbers win! If tied, the player with the next best combination wins instead!



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STUDIO

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CREDITS

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Combination Hierarchy

Best

1. Dedicated Day (3 of a kind)



2. Efficient Exploration (3 Sequential Numbers)



3. Best Buffered (2 of a kind)



4. Mostly Messy (3 different non-sequential numbers)



Worst