Forty Sights

A game for 2–4 players by Anthony Dekker

The game consists of 54 cards (40 sight cards, 12 transport cards, and 2 wild cards). Cards carry symbols for 10 categories, 10 regions, and 3 kinds of transport. The aim of the game is to make sets of four cards which share the same symbol (example: a set of four “church” cards). Cards can be part of more than one set, especially wild cards, which can be part of many different sets.

**Category symbols:**

![Churches](image1)  ![Bridges](image2)  ![Caves, glaciers, & geysers](image3)  ![Birds](image4)

![Other buildings](image5)  ![Statues](image6)  ![Waterfalls](image7)  ![Animals](image8)

![Forests](image9)  ![Mountains](image10)

**Region symbols:**

![Australia](image11)  ![Western North America](image12)  ![UK & Ireland](image13)  ![Indian Subcontinent](image14)

![Antarctica](image15)  ![Eastern & central North America](image16)  ![Europe except UK & Ireland](image17)  ![East Asia](image18)

![South America](image19)  ![Africa](image20)

**Transport symbols:**

![Airplane](image21)  ![Train](image22)  ![Bus](image23)

Notice that “Western North America” includes California, Washington (state), and Yellowstone National Park, while “Eastern and central North America” includes Niagara Falls, New York, Washington (DC), and the Blue Jay.

Background images are either photographs by the author or are free-use/public-domain.
Rules

Players begin with 3 cards each, and the remainder are placed in a face-down stack. The player who has seen the fewest of the sights starts, and on each turn, a player can take one of the following actions:

- **Take** 2 cards from the stack, and discard a card face up into the centre of the table (you may wish to arrange discarded cards on a map of the world). If there is only one card left on the stack, you may take it without discarding anything.

- **Discard** a transport (bus, train, or airplane) card, and pick up 2 sight cards from the centre of the table (you may not pick up another transport card). If there is only one card left in the centre of the table, just take that one.

- **Place** cards in front of you to create one or more sets of four cards, in combination with any cards already there. You must place the smallest number of cards that create a set (example: if placing 1 card creates no new sets, placing 2 cards creates 2 new sets, and placing 3 cards creates 3 new sets, then you must place 2 cards).

When the last card in the stack is taken, the game ends. Players check to see if they can create new sets of four cards with the cards in their hand, and score as follows:

**Scoring**

- Sets of four sight cards placed during the game: **2 points each**.
- Sets of four sight cards created after the end of the game: **1 point each**.
- Sets of four transport cards (no matter when created): **4 points each**.

For example, during the game, Steve placed a set of four “Australia” cards (including a wild card), and added three cards to make a set of four “South America” cards (including the wild card again):

At the end of the game, Steve had these cards in his hand – a set of four “train” cards, two “bird” cards which complete a set of four, and a useless elephant:

Steve scores 2 points for his set of four “Australia” cards, 2 points for his set of four “South America” cards, 1 point for his set of four “bird” cards created after the end of the game, and 4 points for his set of four “train” cards, for a total of 9 points.