



A Visit to San Sibia

Alternative ending rules

By design the default rules determining the end of your visit to *San Sibia* can produce very unpredictable results. Not all journaling games have rules for when to end the game. The reason to include these rules is to add some tension to the game, to have a feeling of major changes impending, an important element of *A Visit to San Sibia*. This is also the reason to tie it to the **City Changes** mechanic.

While most games (just over 70%) using the default ending rules will have a duration between 7 and 15 turns with an average of 11, it is possible to play a game that is over in just 4 turns or one that can even take up to 26 turns.

For people wanting a more predictable duration for their games, here we present these alternative ending rules. They require some extra calculation as a trade off for a more controlled result. Games played with these rules have the same average duration, but will take a minimum of 9 and a maximum of 15 turns.

Each turn add the value of the **highest** of the two cards you drew to a running tally. All face cards have a value of 10. An ace can be counted as either 1 or 11, depending on how quick you want your game to end. Follow the instructions of **The End of Your Stay** after the turn in which you reach 90 points.