

# Easy Mode for This War of Mine <sup>v2</sup>

(some ideas with permission from YouTube: [The Mountain Gamer](#))

As with many games, it is possible to do specific things to adjust the game to be a bit easier for first time players.

For example, in some games, all players see something happen in the game (a card revealed, etc) which is then "hidden" in some way. The game wants players to "remember" it! Well, that handicaps those with poor memories, so just adjust the game to leave those things "revealed" and not "hidden". I have done this with Catan and Wandering Towers.

Another example is games with event cards, or "take that" aspects on certain cards. Terraforming Mars has some of these. I simply remove all those cards from the game.

A further example is the luck of rolling dice. To ease the bad consequences of bad dice rolls, you can add some way to be able to reroll dice. Maybe once. Maybe only a certain number of times per game. Make your own "house rule" for this.

A final example is in games where each character has different abilities, powers or actions. Rules might say: choose a character at random. Why not choose the character that matches your play style so that you can enjoy playing the game more!

## SUGGESTIONS for Easy Mode

**Remember, this is not really a game that is all about winning! It is about the story, the experience.** Awaken Realms says this in the Memories booklet: *"[This] isn't a game whose sole object is winning... It's a game in which we create and experience a story."* Sure, make it a bit easier at first to get the hang of the game. But if you make 3 changes the first game, only make 2 the next game... only 1 the next... then GO FOR IT! I lose most of the time, but losing is quite an experience!

### **Try a few of these methods to make the game easier:**

1. Only play with **Green**, **Blue** and **Grey color cards**.
  - Remove **Black** (*depicts blind and merciless fate*)
  - Remove **Red** (*depicts drastic scenes*)
2. Remove **Chapter Objective** cards from the cards that you randomly choose two from. Perhaps one or more in areas you feel would be too harsh for your play style. Maybe remove 1, 2 or even 3 from the mix:
  - Vegetables?
    - Remove "Collect [5] Vegetables for the Refugees"
  - Food?
    - Remove "Food [4] for the Hungry"
  - Water?
    - Remove "Water Delivery [5] for Local Thugs"
  - Bandages and Meds?
    - Remove "Help the Sick and Wounded in our Area"
  - Weapon?
    - Remove "Soldiers Disarm [1] the Civilians"
  - Fighting Hunger [0]?

- Remove "Staying Fit"
  - Fighting Misery [2]?
    - Remove "Taking Care of Ourselves"
3. Select your own three **characters** to start the game
    - One red background and two black background (as per the game rules)
      - Take note of their special ability (if any) and the consequences for SPIRIT A, B, C
    - Two (or even three) red background and only one (or no) black background would be even easier as well.
  4. Start with more **water** in your supply
    - 3 water (instead of 2) , enough for all 3 characters
  5. Start with a bit less **hunger** for each character
    - Level 1 hunger instead of level 2
  6. Remove 1, 2 or even 3 **Events** from the mix that bother you:
    - Wounds?
      - Remove "Snipers"
      - Remove "Shelling"
    - Cold?
      - Remove "Harsh Winter"
    - Food?
      - Remove "Food Shortages"
  7. Remove Visitor cards that may randomly affect your characters' misery level:
    - Remove "Beggars"
    - Remove "Starving Neighbor"
  8. Allow for rerolling the die (and keeping the 2nd roll)
    - Allow characters to reroll the black die
    - Allow rerolling the black die for noise during scavenging
    - Allow rerolling the black die for "Findings"
    - Allow rerolling the dice for Residents or during combat
    - Use a D6 die to count down the number of rerolls allowed (set it at 6, reduce it by one for each reroll till used up)
    - Make your own "take a reroll" tokens to include in your game. Use them at any time until you run out!
    - Allow one reroll once per day (round) in the game.
  9. Lack of weapons?
    - Add one of these weapons at the start of the game:
      - Knife
      - Pistol
      - Shotgun
      - Hatchet
  10. Too hard to survive for so long?
    - Remove 1 or 2 of the randomized Ending Events (other than "Ceasefire")
    - After setting up the Events, remove one of the events in Chapter 2 (keep 3 instead of 4)

And by all means, avail yourself of the FAQ & "hidden" rules!.

- [boardgamegeek.com/filepage/150267/pseudo-rulebook-full-copy-of-all-faqs-plus-journal](http://boardgamegeek.com/filepage/150267/pseudo-rulebook-full-copy-of-all-faqs-plus-journal)
- [boardgamegeek.com/filepage/149776/advanced-hidden-rules-from-book-of-scripts](http://boardgamegeek.com/filepage/149776/advanced-hidden-rules-from-book-of-scripts)