

Read This First

Learning & Teaching Mistborn: House War

If this is your first time playing *Mistborn: House War*, hand this sheet to one player in your group and have them read it aloud to everyone. If you're learning the game so you can explain it to your friends later, read this sheet before the full rulebook.

Unpack the Box

Keep each component together and apart from the others. Lay out the board. Don't unwrap the decks yet, and keep the board clear until these instructions tell you to add something.

You are Lords of the Great Houses



Find the large **House sheets** and unwrap them. Randomly deal one to each player. Find the icons alongside the character portrait. These are each House's resources and the number of cards they draw. You gain these at the start of the game and at the start of each of your turns (including the first).

Find the **resource tokens**. They match the icons on the House sheets. When you collect resources, take these from the supply. We'll talk about the cards in a bit.

The back side of each House sheet summarizes the basics of play. You can refer to this as you read the rest of this quick start sheet, and as you read the full rules.

You Serve the Lord Ruler

Your standing with the Lord Ruler is tracked with **Favor & Disgrace tokens**. They share a common back with an "M" on it. The Favor tokens have a positive number on the front, surrounded by a laurel wreath. The Disgrace tokens have a negative number on the front.

You earn Favor tokens when you please the Lord Ruler and Disgrace tokens when you displease him. Both types of scoring tokens are kept secret until the end of the game.



The Final Empire is in Trouble

The empire you control is besieged by many problems, represented by a **Problem deck**.

Find the landscape-oriented Problem deck and unwrap it. Place the **Vin card** aside. Choose several example cards at random and hand one to each player so they can follow along as you explain each part of a Problem card.

1 Name (red bar up top): This is the issue plaguing the empire when this card is in play.

2 Urgency (number in the upper left): This is how pressing the problem is. Urgency is explained further in the next section.

3 Favor (number in upper right, inside a laurel wreath): These are victory points. Most of the time you want these to win the game. You earn some or all of a Problem card's Favor by contributing resources to solve it.

4 Game Effect (center text box): This is what the problem does. Generally this effect is bad for some or all of you. Note the volcano symbol here. We'll explain that in the next section.

5 Resource Cost (along the bottom): To solve a problem and remove it from play, you must spend these resources.



Problems March Across the Board

Find the grid of 4 columns and 3 rows in the center of the game board. A Problem card fits in each space. This area is called the **Problem track**.

Note the Roman numerals along the top. When a Problem card is first placed on the board, it starts in the column matching its Urgency (upper left corner of the card). Each turn problems move 1 column to the right, skipping full columns.



When a problem reaches the "Problems Erupt" space, it is removed from the board and something bad happens. To find out what, read the text following the volcano icon on the Problem card.

Note: In a 3-player game you only use the top two rows of the Problem track.

Unrest is Rising

Find the line of circled numbers at the bottom of the board. This is the **Unrest track**.

Find the Kelsier pawn or Unrest token (your choice), and place it on the Unrest track's 0 space. If the final Unrest score is 8 or higher, the empire collapses. This is one of the ways the game can end.



Fortunately, You Have Help

Find the portrait-oriented **Personality deck** and unwrap it. These are various characters you command. Each character has a special effect found on the bottom half of the Personality card.



Find the cards icon on each House sheet. This is the number of Personality cards you draw at the start of the game and at the start of each of your turns.



How to Win

At the end of the game, your score is equal to the amount of Favor you have minus any Disgrace you have (*see You Serve the Lord Ruler*).

Most of the time, you win by having the highest score at the end of the game (that is, by pleasing the Lord Ruler more than any other player). Again, you collect Favor when you contribute to solving a problem (*see The Final Empire is in Trouble*).

Sometimes you win by having the lowest score instead. This happens when the empire falls apart (that is, when the game ends because the final Unrest score is 8 or higher). In this case the Lord Ruler is overthrown and you want to be as distanced from him as possible.

How the Game Ends

The game ends when any of the following happens.

- ◆ Find the Vin Problem card you set aside earlier. If this problem is solved, the Final Empire is saved and the player with the **highest score** wins the game.
- ◆ If the Vin Problem erupts (moves past Column IV) and the ending Unrest score is 7 or lower, the Final Empire is (just barely) saved and the player with the **highest score** wins the game.
- ◆ If the ending Unrest score is 8 or higher, the Final Empire collapses and the player with the **lowest score** wins the game.

On Your Turn

Find the Inquisitor pawn or Active Player token (your choice). On your turn, take this pawn or token and do the following in this order.



- 1 Collect the resources and draw the number of cards shown on your House sheet.
- 2 Move each Problem card 1 column to the right. You can move the problems in any order but each problem must move once. When a problem moves into a full column, it skips forward to the next column, and this continues until it finds an empty space. If any problem erupts, its eruption effect is applied immediately.
- 3 Draw 1 new Problem card and place it on the board in the column matching its starting Urgency. If there isn't enough space in that column, move the problem to the right until it finds an empty space. A problem **can** erupt on the turn it is drawn.
- 4 Take either (but not both) of the following actions.
 - ◆ Place the Inquisitor pawn or Active Player token on the Pass the Turn space.
 - ◆ Place the Inquisitor pawn or Active Player token on any 1 Problem on the board, indicating that you wish to solve that problem. This triggers a deal phase where ALL players negotiate with you to jointly pay the resources shown on the Problem card. Generally players offer to pay some of the resources shown in exchange for some of the Favor if the problem is solved. You choose who can participate in the deal, and no player may be forced to take any deal they don't want. If an agreement is reached, the problem is solved, the players pay the resources they promised, and the Favor shown on the Problem card is distributed as negotiated.

This is only a brief overview of how deals work. For full details, refer to the Deals section of the rulebook (*see page 14*).

After your turn, the player to your left takes the pawn or token and follows the same steps.

Any Questions?

Before getting started with the rulebook and your first game, go around the table and make sure everyone understands their roles and what they're trying to do to win the game. If anything here is unclear, read that part again and make a note that you need to review that part of the rulebook for more details. There's a table of contents on the inside front cover to help guide you to the right section.

When you're comfortable with the basics, open the rulebook to pages 4–5 for set up. Full rules for each step of the game follow, including many details not covered here.