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# v1

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Game: **THE INITIATIVE**

Publisher: **Unexpected Games (2021)**

Page 1: **Rules summary**

## **WARNING:**

**SOME OF THE RULES IN THIS SUMMARY ARE NOT REVEALED AT THE START OF THE GAME. SO IF YOU WANT TO BE SURPRISED, WAIT UNTIL THEY ARE!**

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# THE INITIATIVE

## SETUP

Each player chooses a **character card** and its matching **standee**. If playing with less than 4 players, each player controls 1 character; return the rest to the box.

For the first game, start with the #1 **mission card** and place it facedown without looking at the other side. Place the board nearby on the side shown on the mission card.

Place all of the tan **clue tokens** facedown on the table and randomize them. Return the other colored clue tokens to the box.

Place clue tokens facedown (without looking at them) on the board as indicated on the mission card, creating a small stack of tokens in each room. Place **feature tokens** on the board as indicated, referring to the icons at the top of the card. Then, each player places their standee in the room containing the **entrance feature token**.

Flip all the plastic windows on the **mission console** so they are facing down. Then lay the console down, and without looking at the face of the mission card, insert the card into the console. Then stand up the mission console and place it by the board.

Place the 4 (brown) **action cards** next to the board. Place the **Discard Pile card** next to them with the 4 **time** (⌚) **resource cards** on it.

Shuffle the remaining 36 **resource cards** to form the resource deck, and place it facedown within reach of all players. Each player draws 4 cards from the top of the deck to form their hand.

Keep the **secret cards** and the rest of the mission cards in the box; do not look at them.

## GAME TURN

The first player that volunteers to start the game takes the first turn (if you have low-value cards in your hand, it is usually a good idea for you to go first). On your turn:

1. Perform 1 or 2 actions.
2. Refill your hand to 4 cards from the resource deck.

Players take their turns in clockwise order. Continue resolving traps until you have won or lost the game.

Move around the board and collect clue tokens. Once you've collected enough clue tokens, you can try to solve the mission and win the game.

When reading the comic, fold the book open so that only the specified page can be seen. Hold it up so all players can see the page while you read it aloud to everyone. Read the page in its entirety unless instructed to do otherwise. All gameplay instructions in the comic book are in a red box. When you reach one of these boxes, resolve it immediately.

## PERFORMING ACTIONS

On your turn, you can perform either 1 or 2 actions. To perform an action, play a resource card from your hand (faceup) onto one of the 4 action cards. Then **resolve** that action card's ability.

You must normally perform at least 1 action on your turn, even if the ability has no effect.

You can only play a resource card if it has a value higher than the resource card on the top of that action card's pile.

## SPECIAL ACTIONS

As one of your 2 actions, you can use the **special action** on your character card if you discard any 2 cards from your hand (place them faceup on top of the discard pile). Then resolve the ability on your character card.

You can perform your special action twice on your turn if you wish, taking up both of your actions and discarding 4 cards.

## COMMUNICATION

You can only look at your own hand of resource cards. You can discuss cards in your hand, but you cannot give information that reveals their exact values.

## MOVING

The **RUN action card** lets you move up to 3 rooms.

Each of these moves allows you to move your character to an adjacent room (any room connected to it by a passageway).

You cannot move through walls, regardless of whether they are printed on the game board or are on wall tokens.

Some abilities affect **nearby** components. Nearby includes components in your room and in adjacent rooms.

## REVEALING CLUES

The **INTEL action card** lets you reveal up to 2 clue tokens in any room, one at a time.

Both clue tokens must be in the same room, but you do not need to be in that room.

To reveal a clue token, take the top clue token from that room's clue token stack, flip it faceup, and place it next to the stack. Whenever you reveal a **glyph** that does not appear on the mission card, you may remove the token from the board.

## SECRET CARDS

When you encounter a component with the word **SECRET** followed by a number or letter, you gain the corresponding secret card.

If the back of a mission card provides a secret, retrieve it before playing the mission. If the face provides a secret, do not retrieve the card until after you've completed the mission (win or lose).

When you gain a secret, write its number on the campaign log and keep it separate from the secret deck. You can reference any secrets you've collected, and any previously played mission cards, at any time.

## COLLECTING CLUES

The **GATHER action card** lets you collect up to 2 clue tokens from your room, one at a time.

To collect a clue token, choose any faceup clue token in your room that has a **glyph** (black symbol) on it. Remove the token from the board, then flip up all windows on the mission console that match the glyph you collected.

Instead of collecting a faceup clue token, you can attempt to collect the facedown clue token on top of your room's stack. Reveal the token (flip it faceup and place it in the room). If it has a glyph, you may immediately collect it.

Some glyphs have a 🍌 or 🌀 icon below them. These icons have no effect, but may be referred to by other components.

If a glyph shows up more than once on a mission card, that glyph represents the same letter or number.

## TRAPS

Traps with a brown background stay in the room they were revealed in. Traps with a yellow background have an immediate effect when revealed and are then removed from the board.



**Security camera:** Keep this in the room. At the end of your turn, you *must* discard 1 card from the top of the resource deck for each security camera in your room (before you draw cards).



**Gas:** When revealed, each player in this room discards 1 random card from their hand (if able). They do not draw replacement cards until the end of their turn as normal. Discard this token.



**Counter intel:** When revealed by an **INTEL** action, place this token on the action card matching the brown icon. If revealed by any other action, discard this token instead of placing it on an action card. Resource cards cannot be played on an action card that has a counter intel token on it. This token can be discarded by the **REGROUP** action card.

Traps are not glyphs, and they cannot be collected. If you reveal a trap while performing an action, resolve the trap's ability (if able) and then continue resolving the action.

## ADVANCED CLUE TOKENS



**Bonus glyphs:** These function just like normal glyphs and appear on some mission cards. The only difference is that these glyphs can only be found on blue clue tokens.



**Keypad:** You can collect this token like a glyph. When you collect it, flip one locked door token to its unlocked side.



**Computer access:** You can collect this token like a glyph. When you collect it, discard a **laser tripwire**, **safe**, **security camera**, **alarm**, or **counter intel** token from any room or card.

## TRAPS



**Alarm:** Keep this in the room. When you perform a gather or intel action while you are in this room, you *must* use the highest numbered card in your hand.



**Master security camera/master alarm:** You can collect this token like a glyph. When you collect it, discard a **laser tripwire**, **safe**, **security camera**, **alarm**, or **counter intel** token from any room or card.

## ADDITIONAL FEATURE EFFECTS



**Locked door:** These function as walls while on the locked side, and like passageways while on their unlocked side. They are normally placed on their locked side during setup, but the keypad clue token can flip them to their unlocked side.



**Safe:** Clue tokens in this room *cannot* be revealed by intel actions. Other abilities can reveal tokens in this room (such as the **GATHER** action card or a character's special action).



**Laser tripwire:** Players must end their movement when entering this room when using the run action card. They may move out of this room normally.

## ENEMIES

When a mission uses an enemy, place the its standee in the designated room at the start of the game, then place its enemy card faceup next to the board. An enemy's 🍌 or 🌀 abilities are resolved whenever a clue token is revealed that has the appropriate icon on it.

When revealing multiple tokens, reveal each one at a time and resolve the enemy ability before revealing the next.

When you reveal a token using the **GATHER** action, you must resolve enemy abilities before collecting the token.

When an enemy moves toward something, move it the number of rooms specified so that it ends up as close as possible to its target. If there are tied options, the player taking their turn chooses. If an enemy tries to move toward the nearest player/ token, it will not move if it is already in a room with that player/ token.

Enemies cannot move through walls and locked doors, and ignore the abilities of traps and feature tokens. If there is no path for the enemy toward its target, it will not move toward or away from it. Enemies do not restrict player movement unless specified.

If an enemy is in your room before or after you perform an action, you may place 1 card from your hand that matches the enemy's suit faceup under the enemy card. This does not count as one of your actions, but you may only do this **once per turn**.

**When the total value of cards under an enemy equals or exceeds its strength, the enemy is defeated.** Remove its standee from the board; its abilities no longer have effect. Then discard all resource cards under the enemy card.

One enemy card has 3 suits, so any card can be placed under it. However it is only defeated when cards under it of the same suit equal or exceed its strength.

## RUNNING OUT OF CARDS

You can lose the game if you take too long to solve the mission. When there are no cards left in the resource deck, flip the **Discard Pile** card to the **In Peril** side. Then shuffle all cards in the discard pile, including the 4 **time cards**, and place this pile facedown to create a new resource deck.

If this interrupted you drawing cards, create the deck and then continue drawing cards from this new deck (if you wish).

Whenever you draw a time card (⌚), you must immediately discard it, and you may choose to draw another card. **If there are ever 3 time cards in the discard pile while in peril, you lose the game** (and you do not get to guess the answer to the mission).

One card has 2 time icons in the corners, and counts as 2 time cards instead of one.

**Drawing cards at the end of your turn is normally mandatory, but while in peril, this becomes optional** (even if you have 0 cards). You draw cards one at a time, and you can stop at any time.

While in peril, you may be forced to pass your turn. Normally, you need to perform at least 1 action on your turn (an action card or your character's special action, even if it will have no effect). However, if you **cannot perform any actions, you are forced to pass** (skip) your turn. This can happen if you have no cards in your hand, or if you only have 1 card and it cannot be played on any action card. After being forced to pass, draw cards if you wish, then the next player takes their turn.

## WINNING THE GAME

The object of the game is to answer the question asked at the top of the mission card. At any time, as a group you may agree to solve the mission. Announce your answer aloud then remove the mission card from the mission console. If your guess was exactly correct, you all win the game. If your guess was wrong, even by a single letter or number, you all lose the game.

After the game, check the campaign log to see what to do next. Mark whether you won or lost the mission, and do not replay it.

Some missions have a grey area on the face of the card labeled **Answer**. For these missions, you only need to guess the information below the **Answer** area to win the game. The answer may have multiple letters or numbers behind each window.

You cannot attempt to solve the mission if one or more players do not want to solve the mission at this time.