



Pathways For Quality

instruction booklet



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Game Story

In Pathways, 2-4 players take on the role of organizations working to implement health quality initiatives among payers, providers, employers, and local communities. Players aim to build up resources and craft narratives to reach key milestones and meet their goals.

Find the path that yields the care your community needs, allocate your resources wisely, and win!

Components

60 **RESOURCE** cards

60 **MILESTONE** cards

24 **IMPROVEMENT** cards

18 **TARGET POPULATION** cards

Goal

The first player to have improved care enough to meet 2 Target Population cards is the winner. Target Population cards are met by claiming Improvement cards, which are claimed by completing Milestones. Milestones are in turn completed by allocating Resources.

Card Types



RESOURCE

Used to complete Milestones; enables special abilities

IMPROVEMENT

Gives care capabilities for Target Populations

MILESTONE

Requires Resource cards; enables Improvements

TARGET POPULATION

First player to match Improvements to 2 Target Populations is the winner

How to Start

Remove the blank cards and shuffle the decks. Players each place 3 face-up Improvements in front of them. Deal 3 Milestones in a stack face-down on top of each Improvement. Each player flips the top Milestone of each stack face-up, and puts it back on top (as in Solitaire).

Players also draw one Target Population card and adds it to their hand. All Target Population and Resource cards in a player's hand are hidden.



Initial setup for each player



Starting hand for each player

Each round has 3 phases: Resource, Ability, and Action. After an initial dealer is chosen the first round begins.

Resource Phase

In this phase players acquire Resources they need to complete Milestones.

1. The dealer draws Resource cards to allocate among the players (see table).
2. The dealer strategically divides the drawn cards into 1 face-up pile per player and places the piles on the table.
3. Starting with the player to the dealer's left, each player chooses the Resource pile she wants most and adds those cards to her hand with her other Resources and Target Population cards. The last pile is the dealer's.

# of Players	Resources Drawn	Piles Created
2	5	2
3	8	3
4	10	4

Example Resource Phase (2 Players)



1. Dana deals 5 Resource cards face-up in the center of the table.



2. Dana strategically divides the cards into 2 piles.



- 3A. Jean doesn't need Capital, so he takes the pile on the right.



- 3B. Dana takes the cards in the remaining group, and the Ability Phase begins.

Ability Phase

Each player reveals a Resource card from her hand and performs the ability written on the bottom of the card. This card is not discarded and is returned to the player's hand after use.

Research: If you reveal a Research card, draw a new Target Population from the deck. Add it to your hand.

Capital: If you reveal a Capital card, draw a new Resource card from the deck. Add it to your hand.

Outreach: If you reveal an Outreach card, deal yourself a new face-up Improvement from the deck, then put 3 new Milestones on top of it.

Once each player has performed an ability, move on to the Action Phase.

Action Phase

Each player may do any of the following actions any number of times.

Complete a Milestone: When you have Resources that match all the icons on 1 of your Milestone cards, you may complete it. Discard the matching Resource cards and place the Milestone under the Improvement for that stack. Turn over the next Milestone.

Claim an Improvement: Once you have completed all of the Milestones for an Improvement, take the stack and tell a story about how the 3 Milestones might work together to achieve the Improvement. After telling your story discard the Milestones and place the Improvement in front of you.

Meeting Population Needs: If you have claimed Improvements with capabilities (represented by their icons) that match all of the requirements on any Target Population cards, discard the Improvement(s) and place that Population card in front of you.

Trading Resource Cards: You may trade Resources from your hand with other players if you mutually agree.

Example Story

Sara claims the card *ER Throughput Improvements*. Before placing it in front of her, she is required to tell a story about how the 3 Milestones, *Engage Payers*, *Build a Website*, and *Outreach to Nurses* allowed her to claim the Improvement.

She tells the story: "*My Aligning Forces team worked with payers to define a website of best practices for alternatives to ER visits which could be used to train triage and other nurses in our community.*

We focused on getting these nurses to improve patient awareness of less expensive options to ER visits which we hope will reduce stress on ERs and thus improve overall throughput by moving cases that don't require ER services to efforts like acute care clinics, and general doctor appointments."

Ending the Round

When each player has completed all the actions she wishes to, the round is over.

All players discard down to 8 Resource cards in their hands. Move on to the next round's Resource Phase with the next player as the dealer.

Ending the Game

If any players have met the needs of 2 Target Population cards, the game is over and those players win.



Robert Wood Johnson Foundation

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