



# Pathways For Quality

## advanced instructions



## Advanced Version

The advanced version of Pathways For Quality is recommended for players who fully understand the basic game.

This version of the game uses many of the same components as the basic version, has the same goals, and functions the same during the Resource phase.

In the advanced version, the setup, Ability Phase, and Action Phase all differ from the basic version.

## Goal

As in the basic version, the first player to have improved care enough to meet 2 Target Population cards is the winner.

# How to Start

Remove the blanks and shuffle each deck. Players each deal themselves a 3x3 grid of face-down Milestones. Players then flip face up 3 Milestones in a diagonal line. Each player draws 2 Improvement cards from the deck and places them face-up along the top or left of her grid, lined up with a column or row. Only 1 Improvement may ever be associated with each row or column during play.

Each player adds 1 Target Population card to her hand.

## Card Types



# Initial Setup

(for each player)



Initial 2 Improvement cards are placed in any open row or column spot of player's choice



Starting hand



After dealing out a 3x3 grid of Milestones face-down, turn 3 face-up diagonally as shown.

Each round has 3 phases: Resource, Ability, and Action.

## Resource Phase

The Resource Phase proceeds exactly as in the original version of Pathways For Quality. For more information see the main instruction booklet.

## Ability Phase

The Ability Phase adds a special option to the existing Ability Phase rules from the original game:

**Realign an Improvement:** If you instead discard ANY Resource card from your hand, you may realign 1 of your Improvements from 1 column or row to the top of any other column or the left of any other row.

## 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 requirements of 1 of your Milestone cards, you may complete it. Discard the needed Resources, and turn the Milestone sideways to show its completed status. Flip a Milestone that shares a row or column with the completed one face-up.

**Claim an Improvement:** Once you have completed all the Milestones in a row or column, claim one Improvement associated with a completed row or column by telling a story using the Milestones as you do in the original game. After telling your story discard the Milestones and place the Improvement in front of you. Replace the Milestones with 3 new face down ones. Finally, flip 1 new Milestone face-up.

**Meeting Population Needs:** This works the same as in the basic version of the game.

**Trading Resource Cards:** This works the same as in the basic version of the game.