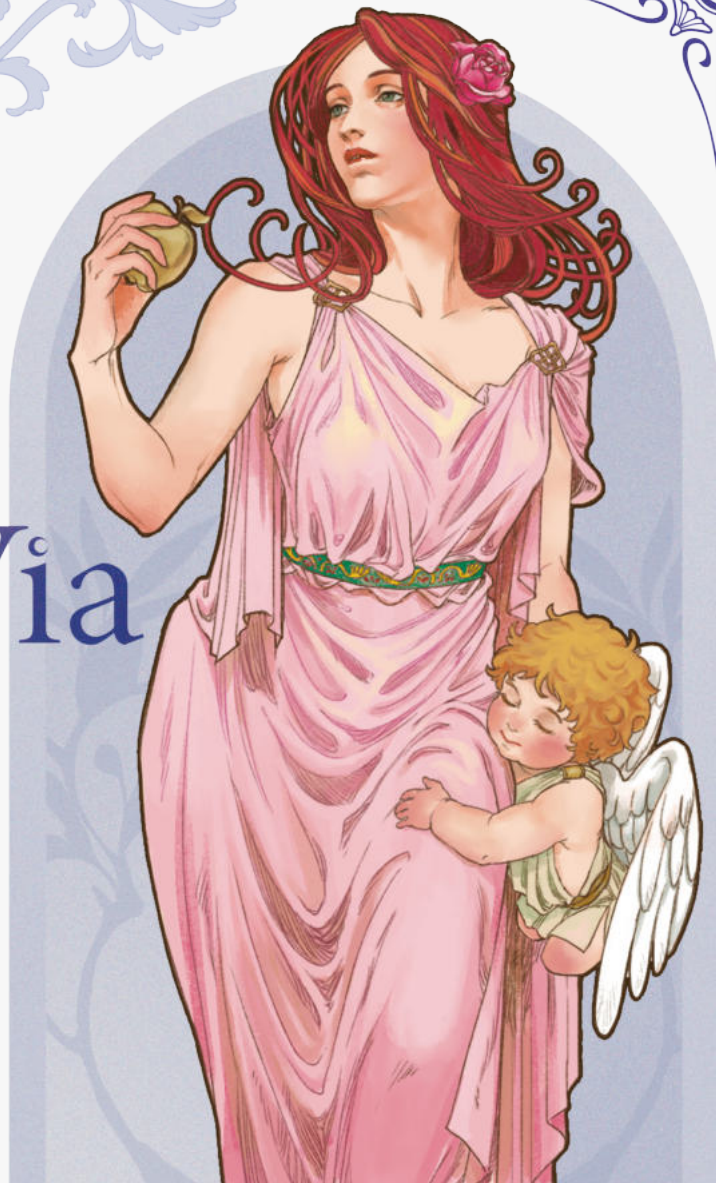


デアイ・ヴィア

DeaeVia

Fudacoma Games



Deae Via^{デアイ・ヴィア}

Players: 1–2

Playing Time: 30 minutes

Ages: 10+

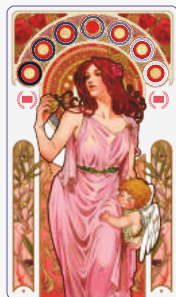
—Deae Via, the sacred path watched over by six goddesses. You are a priest vying for the title of the next High Priest. Carry the prayers gathered in the central plaza to the temples, and earn the goddesses' trust, Blessings, and Seals.

Which prayers will you offer, which sacred precinct will you enter, and which goddess's favor will you deepen? Your choices will determine your Renown.

Who will weave together the protection of the six goddesses most skillfully and be chosen by the gods?—

✧ Components ✧

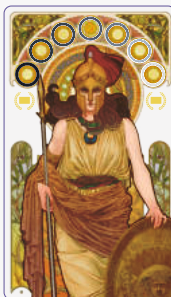
Goddess Boards (1 each in red, orange, yellow, green, blue, and purple)



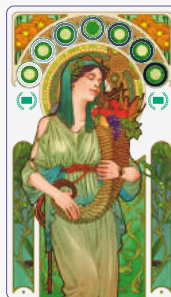
Red



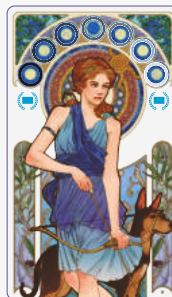
Orange



Yellow



Green



Blue

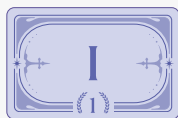


Purple

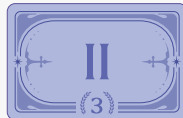
Blessing Cards: 51 (Level 1: 18, Level 2: 15, Level 3: 18)



Front



Back (Level 1)



Back (Level 2)



Back (Level 3)

Seal Tiles: 12



Front



Back

Temple Tiles: 6 (3 white and 3 black)



White



Black

Priest Pawns: 2 (1 white and 1 black)



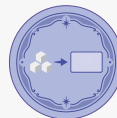
Prayer Cubes: 42 (5 each in red, orange, yellow, green, blue, and purple; 12 gray)



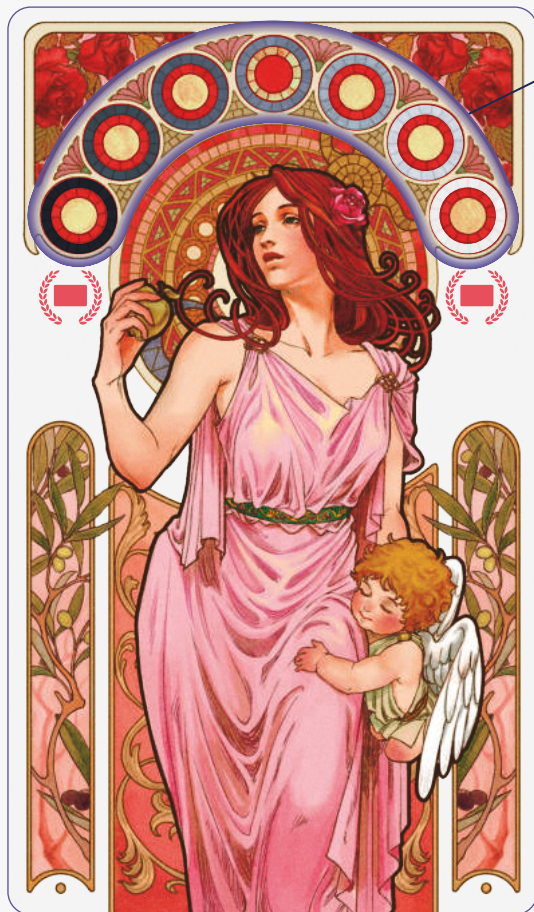
Faith Markers: 6 (transparent)



Extra Acquisition Token: 1

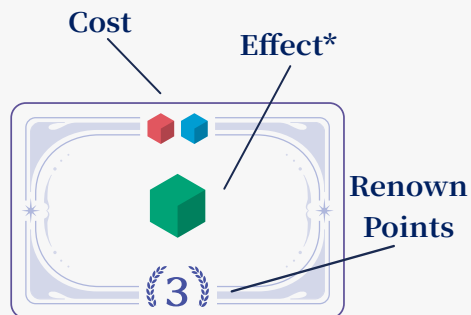


Goddess Boards, Blessing Cards, and Seal Tiles

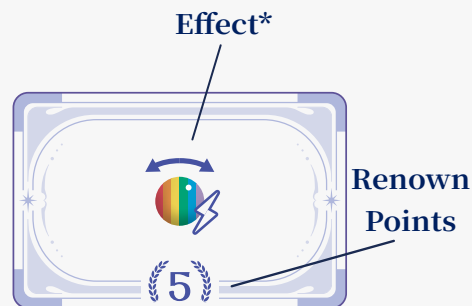


Goddess Boards

Faith Track



Blessing Cards



Seal Tiles

* Please see pages 24–26 for the effects.

Game Overview

Deae Via is a competitive game between the White player and the Black player. The game takes place around a ring of Temple Spaces, with a white or black Priest Pawn representing each player. Play proceeds as players place one Priest Pawn or Prayer Cube at a time into the spaces. The spaces are divided into white and black, and each Priest Pawn may be placed only in a space of its own color. Goddess Boards separate the spaces, and players pull the Faith on each board back and forth throughout the game. Increase Faith to gain Seal Tiles, or spend cubes to gain Blessing Cards, and move closer to victory. The first player to collect at least 30 Renown Points or three Seal Tiles wins.



The two-player Basic Rules are explained first. Solo rules begin on page 16.

Setup

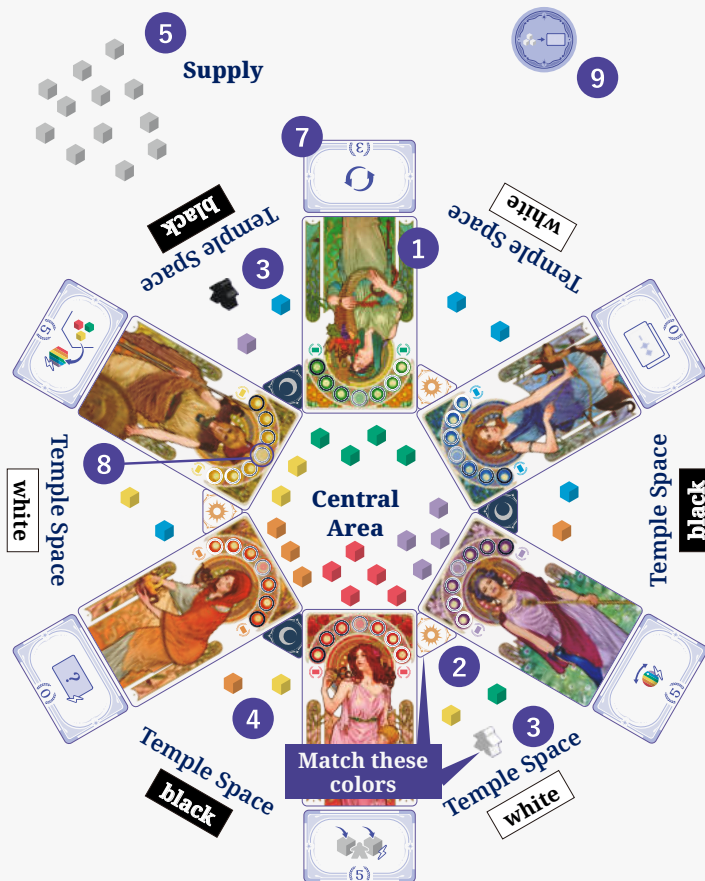
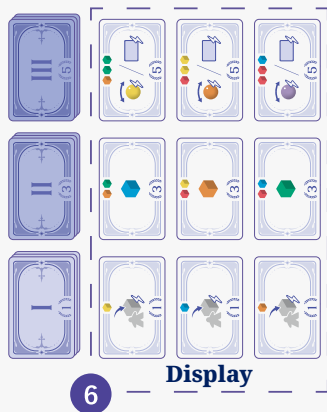
- 1 Arrange the Goddess Boards in a circle in the order shown on page 6, with the Faith Tracks facing inward.
The area enclosed by the six Goddess Boards is called the **Central Area**.
- 2 Place the Temple Tiles between the Goddess Boards in the positions shown on page 6, alternating white and black.
The area enclosed by two Goddess Boards and one Temple Tile is called a **Temple Space**.
Each Temple Space is white or black according to the color of its Temple Tile.
- 3 Choose any pair of opposite Temple Spaces, one white and one black, across the Central Area.
Place one Priest Pawn in each of these spaces.
The color of each Priest Pawn must match the color of its Temple Space.
- 4 Randomly place 2 Prayer Cubes of the six non-gray colors (red, orange, yellow, green, blue, and purple) in each Temple Space.
Place all remaining non-gray cubes in the Central Area.
- 5 Place all gray Prayer Cubes together on the table to form the **Supply**.
- 6 Separate the Blessing Cards by level (back design), form a deck for each level, and place the decks near the Goddess Boards.
Draw three cards from each deck and place them face up in a row to form the **Display**.
- 7 Randomly choose six Seal Tiles and place one below each Goddess Board. Return the remaining tiles to the box.

8 Place a Faith Marker in the center of each Faith Track.

9 Randomly determine the first and second players.

The second player chooses a color (white or black). The first player uses the remaining color.

The second player takes the Extra Acquisition Token and keeps it in front of them.



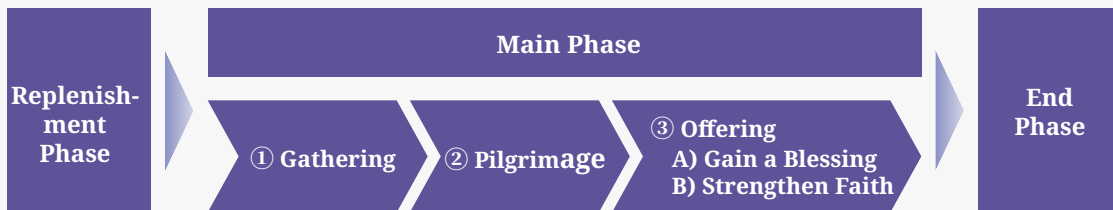
Game Flow

Players alternate turns until one player meets a victory condition.

On your turn, resolve the **【Replenishment Phase】** , **【Main Phase】** , and **【End Phase】** , in that order.

After completing all three phases, pass the turn to your opponent.

A player immediately wins upon reaching at least 30 Renown Points or collecting at least three Seal Tiles during their turn.



Replenishment Phase (Optional)

You may skip this phase. The first player must skip it on their first turn.

(It may be easier to understand the overall rules if you read this section after the Main Phase and End Phase.)

Return **all non-gray cubes** to the Central Area.

Move **one gray cube** from the Supply to the Temple Space containing your opponent's Priest Pawn.

(Skip this phase if you do not want to place a gray cube in your opponent's space.)

If the Central Area contains no cubes, you may not skip this phase.

Only in this case, do not move a gray cube into your opponent's space.

Return all non-gray cubes to the Central Area as usual.

Example of white player's action

[There is a cube in the central area]



[There is no cubes in the central area]



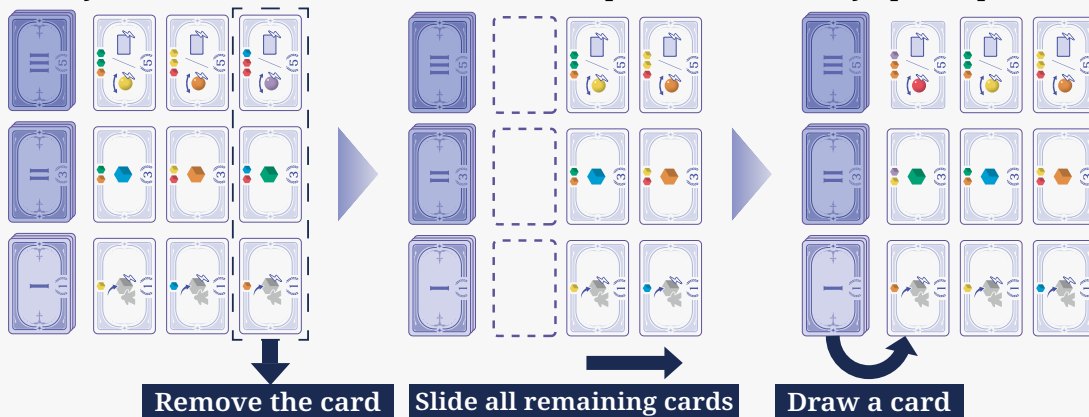
After returning the cubes to the Central Area, replace some of the Blessing Cards in the Display as follows.

First, remove the card farthest from the deck in each level.

(Removed cards are not used again during this game.)

Next, slide all remaining cards one position away from their deck.

Finally, draw a card from each level deck and place it in the newly opened position.



❖ Main Phase ❖

The Main Phase consists of three steps: [① **Gathering**], [② **Pilgrimage**], and [③ **Offering**].

[① **Gathering**]

First, choose one color of Prayer Cube in the Central Area. Take **all** cubes of the chosen color into your hand.

Next, from the Temple Space containing your Priest Pawn, take **all** cubes of the chosen color and your Priest Pawn into your hand.

Example of player's action



You are the White player. You choose purple among the Prayer Cubes in the Central Area and take all purple cubes. Because the Temple Space containing your Priest Pawn also has a purple cube, take that cube as well. Then take your Priest Pawn.

If that space contains gray cubes, you may also take any number of them.
(You may choose not to take any gray cubes.)

Taking gray cubes gives you more options for which cubes to place in each space during the next [② Pilgrimage] step.



[② Pilgrimage]

Starting with the Temple Space immediately to the left of the space your Priest Pawn occupied, place the Prayer Cubes and Priest Pawn from your hand one at a time into consecutive spaces clockwise.

Your Priest Pawn may be placed only in one of your own spaces. In an opponent's space, place a cube instead of the Priest Pawn.

You may not skip a space while placing the cubes and pawn in sequence.

If there are multiple eligible spaces for your Priest Pawn, choose any one of them.

Example of player's action



You are the White player. Starting with the Temple Space immediately to the left of your Priest Pawn's former space, place the three Prayer Cubes and one Priest Pawn from your hand one at a time clockwise. The Priest Pawn could be placed in the second or fourth white space; you choose the second.

[③ Offering]

In the Temple Space where you placed your Priest Pawn, perform **A) Gain a Blessing** and/or **B) Strengthen Faith**.

(If you cannot perform either action, skip this step.)

You may perform A) Gain a Blessing only once. You may perform B) Strengthen Faith any number of times. Resolve these actions in any order.

(For example, you may resolve them in the order $B \rightarrow A \rightarrow B$.)

To perform either action, **spend** Prayer Cubes in the Temple Space containing your Priest Pawn.

You may always spend two gray cubes instead of one cube of any color.

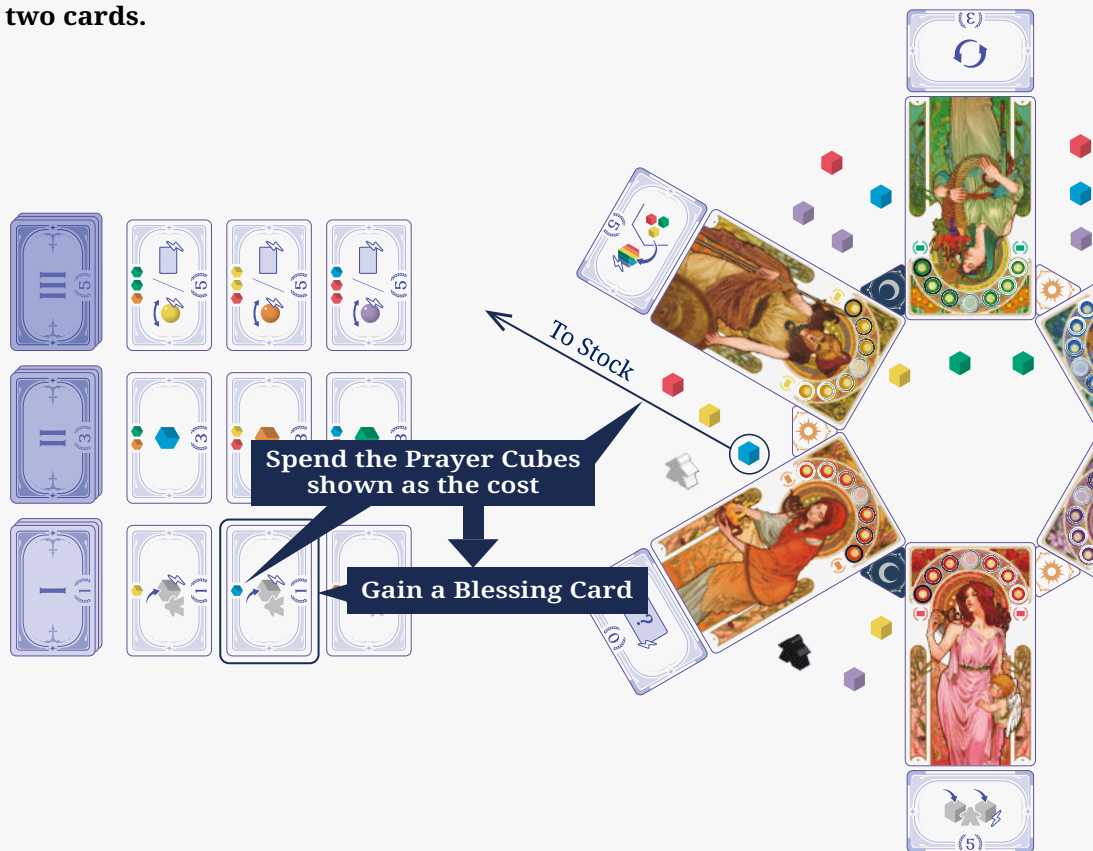
Move all spent cubes to the Supply.

A) Gain a Blessing (Once per turn)

Spend the Prayer Cubes shown as the cost to gain a Blessing Card from the Display. Place the card face up in front of you and resolve its effect.

(Some effects may be saved for later. See page 24 for details.)

You may gain only one card per turn. As an exception, you may give the Extra Acquisition Token to your opponent to gain one additional card, for a total of two cards.



B) Strengthen Faith (Any number of times)

Spend one Prayer Cube matching the color of a Goddess Board adjacent to the Temple Space containing your Priest Pawn.

(The Boards and Cubes use six colors: red, orange, yellow, green, blue, and purple.)

Move the Faith Marker on the matching Goddess Board one step toward your Temple Space.

When the marker reaches the end of the track, gain the Seal Tile below that Goddess Board.

Place the tile face up in front of you and resolve its effect.

(See pages 25–26 for details.)

If the marker is already at the end of the track and cannot move, spend the cube and gain one Blessing Card of **the lowest available level** from the Display for free.

Example of white player's action

[Move the Marker]



[Acquiring the Tile]



At the end of the Main Phase, no cube matching either Goddess Board adjacent to your Priest Pawn's space may remain there. Spend any such cubes using B) Strengthen Faith.

End Phase

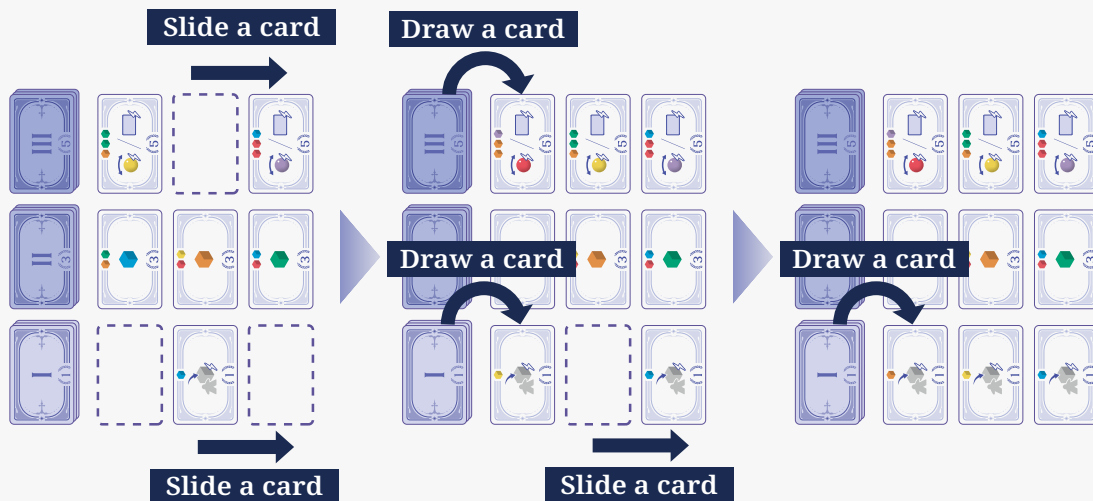
Skip this phase if no cards were gained during the Main Phase.

If there are empty positions in the Display, refill it until there are 3 cards of each level, as follows.

First, slide cards toward the side farthest from the deck to close any gaps.

Then draw a card and place it in the position closest to its deck.

Repeat until there are no empty positions in the Display.



Game End and Victory

The game ends immediately when a player fulfills either victory condition below. That player wins.

- **The total Renown Points on your Blessing Cards and Seal Tiles is at least 30.**
- **Three or more of your Seal Tiles are collected.**

Additional Solo Rules

This game can also be played solo. In solo play, your goal is to defeat an automated opponent.

Make the following changes to the Basic Rules.

[Setup]

Add the following rules to steps 6 and 9.

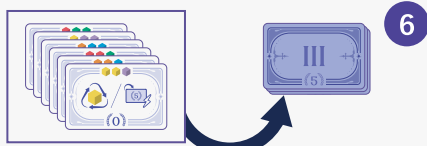
- 6 Before forming the Blessing Card decks, remove all six Level 3 cards with 0 Renown Points on their fronts.
Use only these cards to form the **Opponent Deck**. Keep the Opponent Deck separate from the Display.
- 9 You are always the second player. Choose your color and take the Extra Acquisition Token.
Finally, choose a difficulty level. The starting positions of the Faith Markers depend on the selected difficulty.

Easy: Leave every Faith Marker in the center of its track, as in the Basic Rules.

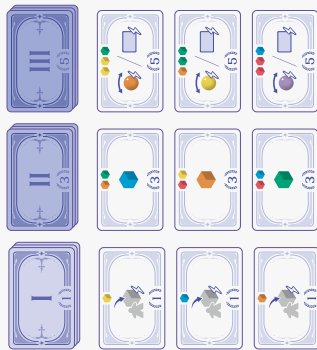
Medium: On the tracks of three nonadjacent Goddess Boards, including the red board, move each marker one step toward the opponent's side.

Hard: On every Goddess Board, move the marker one step toward the opponent's side.

Difficulty: Medium - Game Setup Example (You are the White player)



Form the Opponent



Take the Extra Acquisition Token

【Game Flow】

- You and the opponent alternate turns until either side meets a victory condition. (The opponent takes the first turn.)
- **During the opponent's turn, move the Prayer Cubes and Priest Pawn on the opponent's behalf according to the rules below.**

【Main Phase】

- At the start of the phase, before **【① Gathering】**, draw one Blessing Card from the Opponent Deck.
- If there is no Prayer Cube in the Central Area matching the color of the drawn card's effect (the icon on the left), continue drawing cards. (Stop when you draw a card whose effect color matches a cube in the Central Area.)
- If the deck runs out, shuffle all previously drawn cards to rebuild the deck.
- Whenever the deck is rebuilt, return all non-gray cubes from the Supply to the Central Area, if possible. (Do not place any gray cubes in a Temple Space at this time.)

【① Gathering】

- During the opponent's turn, check the Prayer Cube shown in the effect of the last Blessing Card drawn from the Opponent Deck.
- As in the Basic Rules, take the matching cubes and the opponent's Priest Pawn from the Central Area and Temple Space.



【② Pilgrimage】

- During the opponent's turn, place the cubes and pawn one at a time into the Temple Spaces as in the Basic Rules.
- If the Priest Pawn has multiple eligible spaces, place it in the first eligible space reached.

【③ Offering】

- During the opponent's turn, resolve A) Gain a Blessing, then B) Strengthen Faith.
- Resolve the left-hand effect of the last card drawn from the Opponent Deck. (See page 24 for details.)

A) Gain a Blessing

- Search the Display for a card the opponent can gain, checking Level 3, then Level 2, then Level 1.
- Within the same level, check cards in order from farthest from the deck.
- If the opponent can gain a card, spend the required Prayer Cubes and gain it.

Gray cubes cannot be spent for this action.

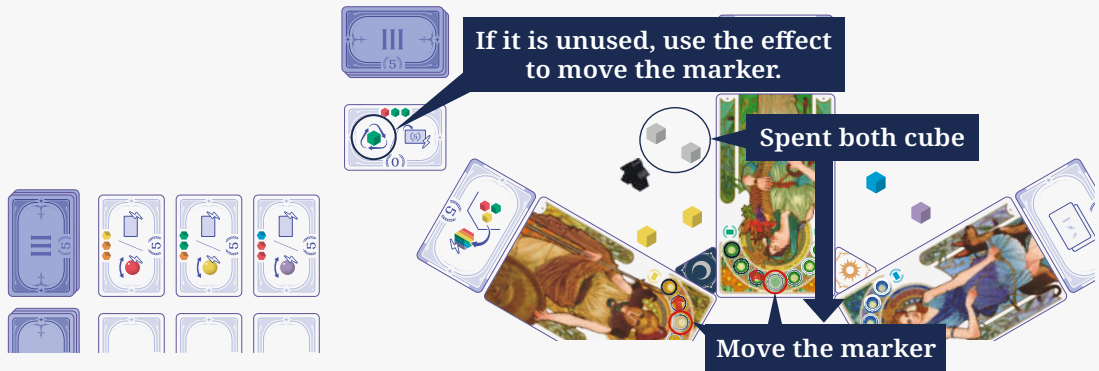
(The effect of the card drawn from the Opponent Deck may be used to help gain the card.)

- Choose an area for the opponent's cards, place the gained card there, and resolve its effect.
(Some card effects are modified for solo play. See page 24.)
- The opponent gains only one card per turn, even if the Extra Acquisition Token is in the opponent's area.**



B) Strengthen Faith

- If there is a Prayer Cube matching an adjacent Goddess Board, spend it and move that board's Faith Marker.
(If the effect from the card drawn from the Opponent Deck remains available, use it as well.)
- If there are two gray cubes, the opponent must spend both and **move both adjacent Faith Markers one step.**
(If a marker is at the end of its track, gain the card farthest from its deck among those of the lowest available level.)
- Place any gained Seal Tile in the opponent's area and resolve its effect.
(See pages 25–26 for details.)



【Game End and Victory】

- If the opponent fulfills a victory condition, you lose.



Clarifications



[General]

- If there are not enough gray Prayer Cubes, use suitable substitutes.
- If a level deck in the Display runs out, continue playing without rebuilding it.

[Replenishment Phase]

- Skip this phase if the Supply contains no non-gray Prayer Cubes.
- In the rare case that there are no non-gray Prayer Cubes in either the Supply or the Central Area, the active player immediately wins.

[Main Phase]

[① Gathering]

- You may choose a Prayer Cube color from the Central Area even if no cube of that color is in the Temple Space containing your Priest Pawn.
- You may not choose a color that is absent from the Central Area.

[③ Offering]

A) Gain a Blessing

- If a card effect would move a marker already at the end of its Faith Track, you may instead choose and gain one Blessing Card of the lowest available level from the Display for free.
- In solo play, you may move the Extra Acquisition Token to the opponent's area to gain a second Blessing Card. (Some Seal Tile effects allow you to take the token back from the opponent.)

B) Strengthen Faith

- Once a Seal Tile has been gained, it never returns to a Goddess Board or moves to the opponent's area.
- If a Seal Tile effect would move a marker already at the end of its Faith Track, you may instead choose and gain one Blessing Card of the lowest available level from the Display for free
- If there are no Level 1 cards in the Display, Level 2 is the lowest available level. Apply the same rule if there are no Level 2 cards.

Blessing Card Effects



Move one gray Prayer Cube from the Supply to the Temple Space containing the active player's Priest Pawn.



Gain one **virtual** Prayer Cube matching the icon's color. **Do not move a physical Prayer Cube.**

This virtual cube may be spent **once during the game**. It may be spent immediately after gaining the card or at any later time. After spending it, flip this card face down.

[Solo Play—Opponent's Turn] Move the Faith Marker on the Goddess Board matching the icon's color one step.



Move one gray Prayer Cube from the Supply to each of the active player's two Temple Spaces that do not contain their Priest Pawn.

Choose one of the following effects when you gain this card.

[Left] Move the Faith Marker on the Goddess Board matching the icon's color one step.



[Right] Choose and gain one Blessing Card of the lowest available level from the Display for free.

[Solo Play—Opponent's Turn] Always choose the left effect.

Choose one of the following effects when you gain this card.

[Left] **Once per turn**, gain and spend one **virtual** Prayer Cube matching the icon's color. **Do not move a physical Prayer Cube.**



[Right] Gain 5 Renown Points. Flip the card to show the 5 Renown Points. (The front of a card with this effect is worth 0 Renown Points.)

[Solo Play—Opponent's Turn] Cards with this effect form the Opponent Deck. When one is drawn, always choose the left effect.

Seal Tile Effects



Choose any one Faith Marker and move it one step.

[Solo Play—Opponent's Turn] Check the effect (left icon) on the last card drawn from the Opponent Deck. Move the Faith Marker on the Goddess Board of the matching color one step.



Choose any two Faith Markers and move each one step.

[Solo Play—Opponent's Turn] Check the effect (left icon) on the last card drawn from the Opponent Deck. Move the Faith Marker on the Goddess Board of the matching color one step. Then move the Faith Marker on the other Goddess Board across the opponent's Temple Space one step.



Choose one Faith Marker and move it two steps. If it is on the opponent's side of the center of its Faith Track, move it three steps instead.

[Solo Play—Opponent's Turn] Check the effect (left icon) on the last card drawn from the Opponent Deck. Move the Faith Marker on the Goddess Board of the matching color two steps. If it is on your side of the center of its Faith Track, move it three steps instead.



Choose one Prayer Cube in the Central Area and move it to the Temple Space containing the active player's Priest Pawn.

(This effect has no effect if there are no cubes in the Central Area.)

[Solo Play—Opponent's Turn] Move one Prayer Cube of the most common color in the Central Area to the Temple Space containing the opponent's Priest Pawn. If multiple colors are tied, choose any one of them.



Move two gray Prayer Cubes from the Supply to the Temple Space containing the active player's Priest Pawn.



Choose and gain one Blessing Card from the Display for free.
(You may choose a card of any level.)

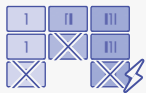
[Solo Play—Opponent's Turn] Gain the Level 3 card farthest from its deck.



Gain all Level 1 Blessing Cards currently in the Display for free.



If the Extra Acquisition Token is in your opponent's area, take it.
(If your opponent does not have the token, this effect has no effect.)



Replace one Blessing Card of each level in the Display, following the same procedure as in the Replenishment Phase.



After the turn in which you gain this tile ends, immediately take another turn.



This tile counts as two Seal Tiles.
(This tile and one other Seal Tile fulfill the tile victory condition.)

For inquiries regarding the game, please contact info@fudacoma.jp.

Credits

Game Design: Yusuke Sawaguchi

Illustration: Yumi Yaoshida

Artwork: yamamori



The Goddesses



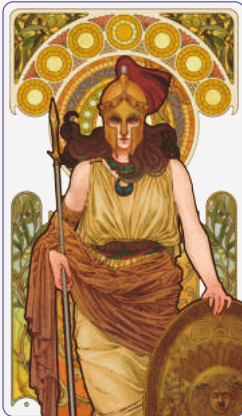
Goddess of love, beauty, and irresistible attraction

Known as Aphrodite in Greek mythology and Venus in Roman mythology



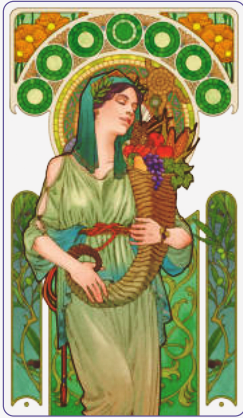
Goddess of the hearth, home, and the peace that sustains life

Known as Hestia in Greek mythology and Vesta in Roman mythology



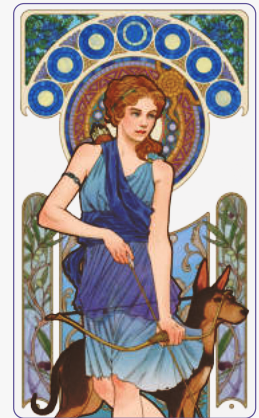
Goddess of wisdom, strategy, and the power that protects cities

Known as Athena in Greek mythology and Minerva in Roman mythology



Goddess of fertility, agriculture, and the bounty of the earth

Known as Demeter in Greek mythology and Ceres in Roman mythology



Goddess of the hunt, the moon, and wild creatures

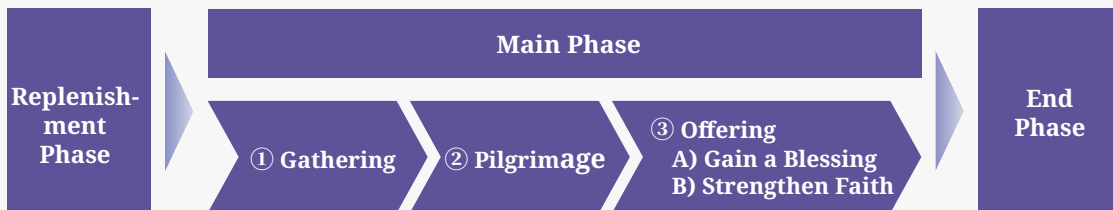
Known as Artemis in Greek mythology and Diana in Roman mythology



Goddess of marriage, sovereignty, and divine order

Known as Hera in Greek mythology and Juno in Roman mythology

Quick Reference



【Replenishment Phase】 (optional)

- Return all non-gray cubes from the Supply to the Central Area.
- Move one gray cube to the space containing your opponent's Priest Pawn.
(If the Central Area has no cubes, do not move a gray cube.)
- Replace some cards in the Display.

【Main Phase】

【① Gathering】

- Choose one cube color in the Central Area and take all cubes of that color.
- Take all matching cubes and your Priest Pawn from your space.
(You may also take any number of gray cubes.)

【② Pilgrimage】

- Place one cube or the Priest Pawn in each consecutive space clockwise.

【③ Offering】

- In the space containing your Priest Pawn, spend cubes to perform the following actions:
 - A) Gain a Blessing: Buy one card. (Once only)
 - B) Strengthen Faith: Move marker on Goddess Board. (Any number of times)

【End Phase】

- Refill the Display to three cards of each level.

✦ Victory Conditions ✦ At least 30 Renown Points, or at least 3 Seal Tiles