DICE TOWER ESSENTIALS

A Dance of Love

RAAS



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OVERVIEW

Raas is a traditional folk dance from Western India, where dancers move in mesmerizing circles. They wear stunning, vibrant clothing, and often carry Dandiya Sticks that click together with the music. The result is a celebration full of color, energy, and joy.

A special Raas dance event is happening right now! Dance troupes from different academies have come to learn this style of dance.

In the game, the main board represents the grand Raas dance event. Each player owns a dance academy with their troupe represented on their player board. Dice act as rhythm for your dancers. Each color represents one of the six major styles of dance and the number value reflects the tempo of their performance. Drafting a die signifies your dancer mastering a new skill at a particular style and tempo. Cylinders enhance your troupe with vibrant, new Dress Pieces; while sticks represent the iconic Dandiya Sticks used to heighten both the visual flair and the rhythm of the dance.

NOTE ON COLORBLIND ACCESSIBILITY

The colors used in Raas: A Dance o f Love have been carefully chosen and balanced to remain clear and distinguishable for players with the most common forms of colorblindness.



COMPONENTS



1 GAME BOARD

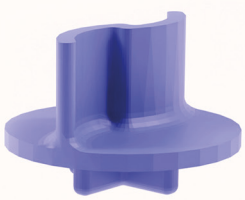
Before your first game, the disks are assembled following the "One Time Disk Setup" sheet. Once assembled, these components remain permanently built as the Center Disk and Outer Disks A-F.



1 ASSEMBLED CENTER DISK



6 ASSEMBLED OUTER DISKS A-F



1 REMOVABLE CENTER KEY



6 SMALL GEARS



6 PLAYER BOARDS

Maroon • Blue • Yellow • Purple • Teal • Pink



36 PLAYER DISK CARDS

6 per player



48 PLAYER MARKERS

8 per player

(1 Love Track, 1 VP, 6 Cubes)



6 POINT MARKERS

Double-sided 100/200pt



6 PLAYER AIDS



6 SONG CARDS



3 ROUND MARKERS



2 DRAW BAGS



36 DANDIYA STICKS

6 per color



54 DRESS PIECES

9 per color



66 SKILL DICE

11 per color



6 DEVOTION MARKERS

1 per player



18 DEVOTION CARDS

Text boxes with the icon are reminders, tips, and answers additional information about specific gameplay situations.

Text boxes with the icon refer to the Advanced Mode. Ignore these until you are ready to play the Advanced game.

MAIN SETUP

1

Assemble the game board by placing the six identical small gears in the six open spots that surround the center circle on the game board base. Then place the Center Disk *(the one with a folded hand icon)* in the center spot on the game board, such that it fits into the small gears and each color zone fits between two of the dancers pictured on the board.



2

Take the six Outer Disks and place them around the six remaining open spaces on the game board, going clockwise in alphabetical order *(A–F)*.



When positioning each Outer Disk, make sure the matching colored zone section on the disk line up with the same color zone on the Center Disk.

After placing each Outer Disk, rotate the upper portion of the disk *(gray background with dice symbols)*, to randomize which die lines up with each Draft Zone *(see pg. 5)* at the start of the game.





3 Shuffle the six Song Cards and reveal three, arranging them in ascending order near the game board. Each card represents the song tempo for the round. Place the Round Marker tokens in order under the cards as shown. Return the remaining Song Cards to the box, they will not be used this game.

4 Place the Dandiya Sticks in one bag and the Dress Pieces in the other. Place both bags and the Skill Dice within reach of all players near the game board.

PLAYER SETUP

5 Each player chooses a player color and takes their Player Board. Place the board at a space pointed at by one of the arrows on the main game board.

Take the Player Disk Card set matching your player color (these card will be in your hand during the game). Place your color Player Markers as follows:

6 **Heart Marker:** Place the Heart Marker on the first space of the Love Track.

Player Cube Markers: There are three Scoring Tracks on your Player Board: Skill Dice, Dandiya Sticks, and Dress Pieces. Place one cube on each of the **"1" spaces** of these Scoring Tracks.

7 Place each player's VP Markers on the "0" space of the VP track on the central board.

8 Place the remaining three cubes and Devotion Marker aside. These are only used when playing the Advanced Mode.

NOTE FOR FIRST TIME PLAYERS!
If this is your first time playing *Raas: A Dance of Love*, we recommend beginning with the Standard Mode. Players who are comfortable with the core gameplay find Advanced Mode richer and more rewarding.

GAME FLOW

Raas: A Dance of Love is played over three rounds, each made up of three turns. On your turn, draft Skill Dice, and perform actions within your Draft Zone to grow your troupe.

At the end of each round, earn points for dice that match the current round's tempo *(number value)*, as well as Dress Pieces and Dandiya Sticks that match your troupe's style *(dice colors)*.

After the third round, perform final scoring by comparing collected dice to goals on your Player Board. The player with the most Victory Points at the end of the event wins the dance!

TURN OVERVIEW

1. PLAY DISK CARD:

At the start of a turn, each player selects a Disk Card from their hand and places it face-down in front of them. Once all players are ready, everyone reveals their card simultaneously, indicating the disk and Draft Zone from which they will draft a Skill Die.



2. RESOLVE DISK ORDER:

Disks are always resolved in alphabetical order *(A-F)*.

If multiple players select the same disk, turns for that disk are resolved in **clockwise order** starting with the player seated closest to that disk, clockwise, and continuing until all tied players have taken their turn.

Play proceeds to the next disk in alphabetical order until all selected disks have been resolved.



❶ *Player 1 plays their A card.* ❷ *Player 2 plays their F card.* ❸ *Players 3 and 4 both play their E card. Player 3 is sitting closer to the E disk clockwise than Player 4. Turn order for this round is Player 1 (A), Player 3 (E), Player 4 (E), and finally Player 2 (F).*

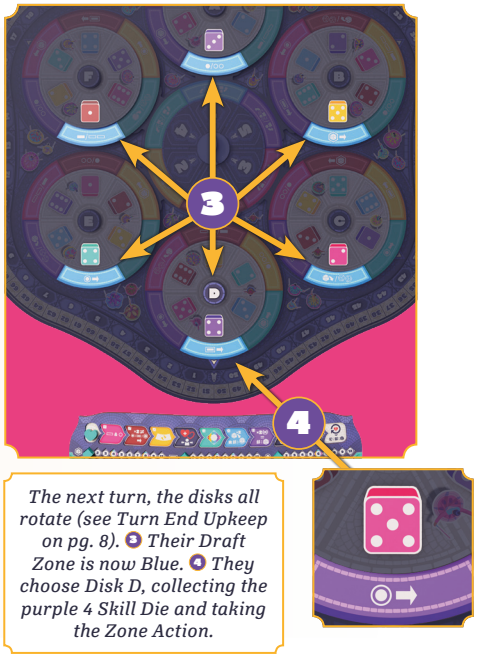
WHAT IS A DRAFT ZONE?

Each player's Draft Zone is set by the alignment of their Player Board to the game board *(indicated by the small ▼ arrow icon pointing at your Player Board)*. Your Draft Zone always covers the matching segment across all six Outer Disks. These segments are all the same color to help quickly identify them.

As the game progresses, the **colors**, **actions**, and **dice** in your zone will rotate and change, but **your Draft Zone alignment never moves**.



This turn the Teal Player's Draft Zone is purple. They may only select the die and corresponding Zone Action from one of the ❶ *six purple areas.* ❷ *They choose Disk C, collecting a maroon 3 Skill Die and taking the Zone Action (see Zone Actions on pg. 13).*



The next turn, the disks all rotate (see Turn End Upkeep on pg. 8). ❸ *Their Draft Zone is now Blue.* ❹ *They choose Disk D, collecting the purple 4 Skill Die and taking the Zone Action.*

INDIVIDUAL TURN RESOLUTION

Each player's turn consists of two steps that must be completed in order.

A. DRAFT A DIE, TAKE THE ZONE ACTION

B. LOVE MATCH

A. DRAFT A DIE, TAKE THE ZONE ACTION:

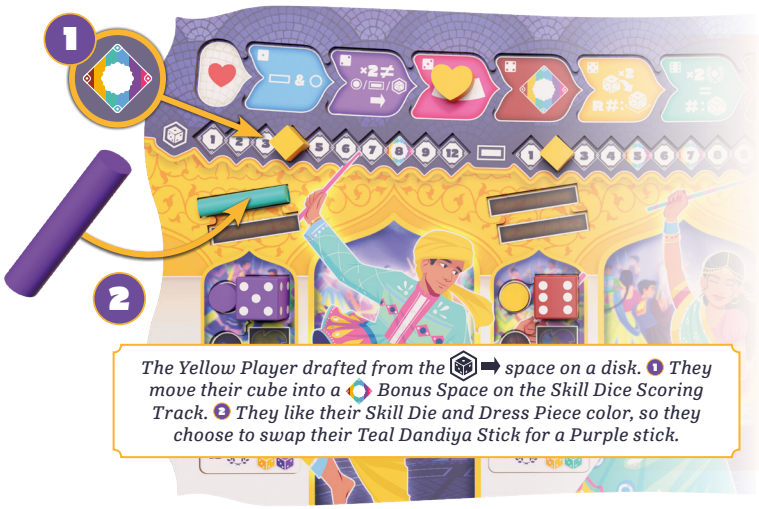
Take a Skill Die from the supply that matches the **color and number value** of the die in your Draft Zone of the chosen disk. Place this Skill Die on your Player Board, **in any available** die placement spot.

Then, perform the Zone Action of your chosen Draft Zone.

Change the value of a die or dice	Advance on Skill Dice Scoring Track
Gain 1 or 2 Dandiya Sticks	Advance on Dandiya Stick Scoring Track
Gain 1 or 2 Dress Pieces	Advance on Dress Piece Scoring Track

(see page 13 or player aid for detailed list of Zone Actions)

Once per turn, you may share a Dandiya Stick by passing it to the player on your left (see green box on the next page) to instead draft a Skill Die and perform the corresponding Zone Action from a Draft Zone adjacent (left or right) to your normal Draft Zone.



The Yellow Player drafted from the ➡ space on a disk. ❶ They move their cube into a ◆ Bonus Space on the Skill Dice Scoring Track. ❷ They like their Skill Die and Dress Piece color, so they choose to swap their Teal Dandiya Stick for a Purple stick.



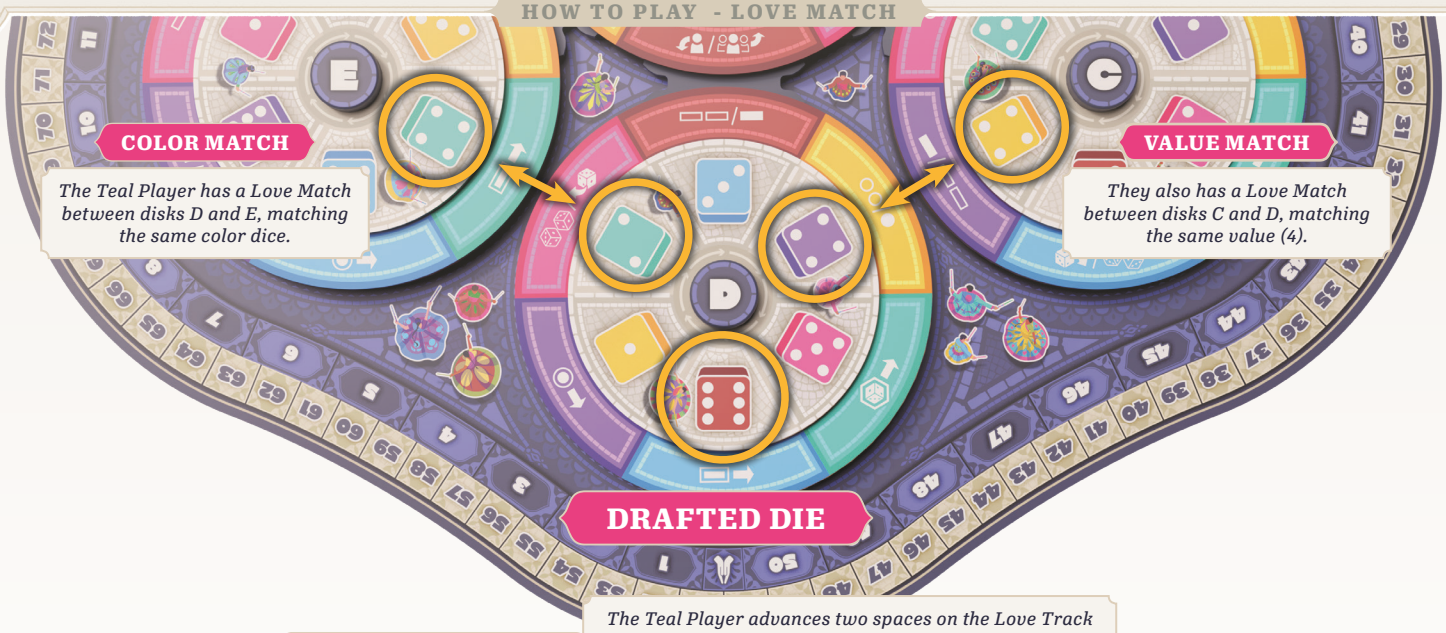
The Teal Player surveys the game board for their best available Draft Zone. ❶ They choose disk D and collect the maroon 6 die.

❷ They place the maroon 6 die in an available placement spot on their Player Board. ❸ Then they advance one spot on the Dandiya Stick Scoring Track per the Zone Action.

SCORE TRACK BONUSES:

Certain spaces on each score track are highlighted with this symbol ◆. If you move your cube onto a space showing that symbol: You **may** immediately swap a **Dandiya Stick**, **Dress Piece**, or **Skill Die** from your Player Board for one of another color from the supply.

You must place the swapped item back in the same space and you cannot change the value of a swapped die!



ADVANCE LOVE TRACK

The Teal Player advances two spaces on the Love Track for finding Love Matches on both adjacent disks. They gain the benefits for the space they passed through and the space they ended on (see pg. 13 or Player Aid).





B. LOVE MATCH:

Love Matches are special occurrences that can grant powerful benefits! After performing your Zone Action, check your chosen disk for Love Matches.

1. **Compare Dice:** Look at each die on your disk that lines up with a die on an adjacent disk *(one on the left and one on the right)*.

2. **Check for a Match:** A Love Match occurs when one or both of your dice matches the **color or number value** of the corresponding die on an adjacent disk. You can have up to two Love Matches at a time *(one for each adjacent disk)*.

3. **Advance on the Love Track and Gain Benefits:** For each Love Match, move one space forward on your Love Track and immediately gain that space's benefit. For two Love Matches, you will move two spaces and gain two benefits!

Once per turn, if there are no Love Matches ANYWHERE on the game board, you may share a Dandiya Stick by passing it to the player on your left (see box below) to advance one space on the Love Track.

When a player receives a shared Dandiya Stick *(in either of the above step A or B)*, they are required to IMMEDIATELY place it on an available space on their Player Board. If no space is available, the Dandiya Stick passes clockwise to the next player.

Gaining any Victory Points, items, and advancing on any track are all mandatory actions. If you forget to gain something on your turn, wait until the current player finishes their turn, then immediately resolve the missed action.

3. TURN END UPKEEP

After **all** players have completed their individual turn each player:

1. **Rotate the Outer Disks:** Rotate the upper portion of the disk they drafted from this round **one position clockwise**.

> **If multiple players selected the same disk, they each spin the upper portion once!**

2. **Return their Disk Card to their hand.**

3. **Rotate the Center Disk:** Choose one player to rotate the Center Disk *(by holding and spinning the center key)* clockwise a number of segments equal to the number value shown on the current round's Song Card.

Each rotate action changes the alignment of Zone Actions and Skill Dice, shifting which colors and actions are available for drafting on the next turn.



The Maroon player played their A card, the Pink player played their F card, and both Yellow and Teal players played their E card. The upper portion of disks A and F each rotate clockwise one space. Since two players chose E, its upper portion will rotate clockwise twice.

The Yellow player decides to rotate the Center Disk for the group. Following the current round's Song Card, they rotate the disk a total of two segments.

ROUND END

After each player has completed three turns, the round ends and players complete round end scoring.

ROUND END SCORING

SKILL DICE TRACK:

For each Skill Die on your Player Board that matches the number value on this round's Song Card, gain VP equal to your Skill Die Scoring Track's current value.

DANDIYA STICK TRACK:

For each Dandiya Stick on your Player Board that matches the color of a die on the same dancer below it, gain VP equal to your Dandiya Stick Scoring Track's current value.

DRESS PIECE TRACK:

For each Dress Piece on your Player Board that matches the color of the die directly to its right, gain VP equal to your Dress Piece Scoring Track's current value.

Each Dandiya Stick can only score once per round and must match a unique die.



1 *In this example, the round's Song Card shows a die value of 4. The Blue Player scores for their Yellow and Teal die that also show the 4 side, but not the Maroon die because it shows the 2 side. Their Skill Dice Scoring Track is on 3, so they score three points for each die, totaling 6 VP.*

2 *Next, they score their Dandiya Sticks. They score for their Teal and Maroon Dandiya Sticks (they matched the color of the die on the same dancer) but not for the first dancer since they do not have a Dandiya Stick. Their Dandiya Stick Scoring Track is on 2, so they score two points twice, 4 VP.*

3 *Finally, they score their Dress Pieces. The first two Dancers have a Dress Piece that matches the adjacent die color. Their Dress Piece Scoring Track is on 2, so they score two points for each, equaling 4 VP.*

The second teal Dandiya Stick on the middle dancer does not have a matching die, so it does not score this round.

1 2 x 3 = 6VP

2 2 x 2 = 4VP

3 2 x 2 = 4VP

GAME END

After completing the third round, all players proceed to game end scoring.

GAME END SCORING

Below each dancer on your Player Board is an image showing three Skill Dice. Score VP for each dancer whose three Skill Dice colors match the colors shown in the image. **Dice values and color order do not matter**, only the color of the three dice.

Once all players have finished their game end scoring, the player with the most Victory Points wins. They have taught their troupe well in the dance of Raas!

In the case of a tie, the tied players share the victory.



At the end of the game, the Blue Player checks the dice on their Player Board against the required dice to score points. The first and third dancers have all three matching dice (neither the value nor color order of the dice matter). They score 15 points for each match, for a total of 30 VP.

2 x 15 = **30VP**

ADVANCED MODE

Follow the rules for a standard game with the following additions:

SETUP



1 *Shuffle the Devotion Cards, reveal three, and place them next to the game board. Then, block the spots that exceed your player count. In games with fewer than 3 players, block both the 3–4 and 5–6 spots; in games with fewer than 5 players, block the 5–6 spot. Using any unused player color cubes to mark blocked spots.*



2 *Each player places their Devotion Marker on the "0" space on the Devotion Track.*



3 *Place your three remaining Player Marker cubes next to your Player Board. These will be used to mark any of the Devotion Card objectives you complete.*

GAMEPLAY

INDIVIDUAL TURN RESOLUTION

A. DRAFT A DIE, TAKE THE ZONE ACTION
(see page 6)

B. LOVE MATCH
(see page 7)

C. GAIN DEVOTION BENEFIT
(see below)

C. GAIN DEVOTION BENEFIT

In Advanced Mode the Center Disk is used to check for Devotion Benefits. Each zone in the Center Disk shows the and the symbols as well as a number.

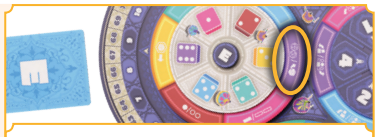
After resolving steps A and B, you now Gain Devotion Benefits:

- If you are **the only player** resolving your chosen disk, gain the Devotion Action *(explained below)*.
- If **more than one player** has chosen the same disk to resolve, gain Devotion Points *(explained below)*.

You may share a Dandiya Stick by passing it the player on your left *(max once per turn)* to choose the alternate benefit.

DEVOTION ACTION:

Take the action that the adjacent on the Center Disk is pointing at on the disk you drafted from this round.



One player chose Disk E. They take the Purple Zone Action (/) adjacent to the Center Disk.

DEVOTION POINTS:

Gain Devotion Points equal to the number on the Center Disk adjacent to the disk you drafted from this round. *(shown by the multiplayer icon adjacent to your chosen disk).*



Two players chose Disk C. They both gain 6 Devotion Points.

In Advanced Mode, during any of your individual turn resolution steps (A-C), you may choose to spend three Devotion Points instead of sharing a Dandiya Stick to gain the same benefits.

DEVOTION CARD GOALS

Devotion Cards show objectives that any player may complete during the game. If you complete a Devotion Card objective on your turn, you may score that card before you end your turn.

Place one of your Player Marker cubes on the first available space of the card, then gain VP equal to your current Devotion Points on your Devotion Track.

Once all spaces on a Devotion Card are filled, no further points can be scored from it, so not every player will score each Devotion Card!

More than one Devotion Card objective can be scored in the same turn.

If there is only one open space on a Devotion Card, multiple players may still score that Devotion Card objective if achieved when they are drafting from the same Outer Disk.



A *In a three-player game, during the Blue Player's turn, they complete the requirements for one of the Devotion Cards. They place one of their Player Marker cubes, on the corresponding Devotion Card.*



B *The Blue Player currently has 8 Devotion Points.*



C *They gain the same amount of VP as their current Devotion Point total, moving themselves up 8 VP on the VP Track.*

GAME-END SCORING

In addition to normal game end scoring, the leader(s) on the Devotion Track score 15 VP.

In a 2-player game, ***only the top player gain the 15 VP bonus.***

In a 3-4 player game, ***the top two players gain the 15 VP bonus.***

In a 5-6 player game, ***the top three players gain the 15 VP bonus.***

In case of a tie on this track, all tied players receive the victory points.

D *At the end of a three-player game, the Yellow and Blue players are the top two leaders on the Devotion Track. They each gain an additional 15 VP.*



ZONE ACTIONS:

Each drafted Skill Die has an associated Zone Action the player receives. The Zone Actions are described below:



On your Player Board, set 1 Skill Die to a value of your choice OR roll 2 Skill Dice, keeping the new values. **Return the die to the same space(s).**



Gain 1 Dandiya Stick of your choice OR draw 2 random Dandiya Sticks from the bag.



Gain 1 Dress Pieces of your choice OR draw 2 random Dress Pieces from the bag.



Advance 1 space on the Skill Dice Scoring Track on your Player Board.



Advance 1 space on the Dandiya Stick Scoring Track on your Player Board.



Advance 1 space on the Dress Piece Scoring Track on your Player Board.



When you gain Dress Pieces or Dandiya Sticks, you must immediately place them on any open space of that type on your Player Board. If you gain more pieces or sticks than you have space for, choose which ones to keep from the ones that were drawn and return the extras to their respective draw bag. Once placed, Dress Pieces and Dandiya Sticks cannot be rearranged, moved, or replaced later in the game.

LOVE TRACK BENEFITS



Gain 1 random Dandiya Stick and 1 random Dress Piece.



Advance once on 2 different round end Scoring Tracks.



Re-take the Zone Action taken this turn.



Swap the color of a Skill Die, Dandiya Stick, or Dress Piece from your Player Board for another of your choice from the supply.



Set any 2 Skill Dice on your Player Board to the current round's scoring value (die number).



Gain 2x VP equal to the value of the Skill Die taken.



Copy the current Love Track benefit of one of your neighboring players if possible.



Gain the Love Track benefit matching the color of the Skill Die taken.



Gain the Love Track benefit matching the value of the Skill Die taken.



Place your Love Track Marker on the Love Track benefit matching either the color or value of the Skill Die taken. Gain its benefit.

A BRIEF HISTORY OF DANDIYA RAAS

Dandiya Raas is a traditional folk dance originating from Gujarat, India, and performed primarily during the nine-night Hindu festival of Navratri. It features rhythmic movements using decorated sticks called dandiyas, typically danced in pairs within large circular formations. The dance is accompanied by lively folk music, creating a festive and communal atmosphere that celebrates energy, devotion, and cultural unity.

Historically, Dandiya Raas has roots in Hindu mythology, symbolizing the battle between the goddess Durga and the demon Mahishasura, as well as the divine Raas Leela performed by Lord Krishna with the gopis. The dance thus blends spiritual reverence with joy, storytelling, and social bonding. Traditional Dandiya nights see participants dressed in vibrant attire - chaniya cholis for women and kediyus for men - coming together in celebration.

In recent years, Dandiya Raas has evolved beyond its folk origins to become a competitive performance art. Across India and globally, competitions now feature teams judged on choreography, synchronization, costume, energy, and originality. These events are especially popular among youth, who often rehearse for months to craft intricate routines that impress both culturally and technically.

Competitive Dandiya has expanded the dance form's creative boundaries. Dancers blend classical footwork with modern styles, often incorporating thematic storytelling, fusion music, and advanced formations. Teams function like professional dance crews, complete with choreographers, uniforms, and branding. The choreography is no longer improvised but precisely timed and structured for stage performance.

Events such as inter-college fests in India and diaspora competitions in the U.S. and U.K. (like Raas Chaos or Bollywood America) showcase the global appeal and evolution of the dance. These competitions foster friendly rivalry and cultural pride while serving as a platform for innovation, drawing thousands of spectators and competitors alike.

Despite the modernization, the heart of Dandiya Raas remains rooted in community, tradition, and celebration. Whether performed in a village square or a global stage, the dance continues to serve as a vibrant expression of Indian heritage, passed down through generations and reimagined with each beat of the drum and clack of the stick.

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