RAAS: SOLO SESSION

Raas is a dance of love, rhythm, and devotion. A shared celebration shaped by movement, music, and connection. But a dancer's journey also includes moments of quiet focus, where skill is refined through practice and reflection.

In Raas: Solo Session, you step into one of these moments.

Your academy prepares for the dance by honing technique, testing formations, and deepening their understanding of rhythm and flow. There is no audience, only the steady measure of Devotion and the pursuit of mastery. Each movement matters, each decision echoes forward, and growth is measured not only by points earned, but by how efficiently the dance comes together.

As you train, a Peer Academy (Peer) represents the standard you strive to surpass, a benchmark of Devotion achieved through discipline and consistency. Achieving benchmarks too slowly allows the Peer to rise beyond reach. But, moving with clarity and intention brings harmony between timing, goals, and Devotion allowing you to surpass the Peer.

Prepare your dance troupe, focus your rhythm, and step onto the dance floor.

SOLO COMPONENTS



6 DEVOTION TOKENS



1 SOLO PLAYER AID



18 SOLO DEVOTION GOAL CARDS

8 Novice • 6 Adept • 4 Pro

ADDITIONAL SETUP

Raas: Solo Session features three difficulty levels: Foundations, Refinement, and Mastery; each reflecting benchmarks to further your skill and Devotion. Setup will differ slightly based on the level you choose. And remember: as you grow, so does your Peer!

Prepare the game following the Standard Mode setup rules from Raas: A Dance of Love, and then:

1. Place your Devotion Marker on space 0 of the Devotion Track 🙏.

2. Choose a difficulty level and place an unused color Devotion Marker on the Devotion Track to represent the Peer, as follows:

   Foundations: Place the marker on space **8** of the Devotion Track.

   Refinement: Place the marker on space **12** of the Devotion Track.

   Mastery: Place the marker on space **16** of the Devotion Track.

3. Place three cubes matching the color of your Peer's Devotion Marker beside each round's Song Card. These act as a reminder for Round End Scoring for the Peer.

4. Shuffle the 6 Devotion Tokens face down and reveal one token. Place it face up on space 20 of the VP Track 4A. Reveal a second and place it on space 50 4B, and a third on space 85 4C. Set the remaining tokens aside face down as they may be placed later.

5. Shuffle each Solo Devotion Goal Card deck separately and place them face-down nearby.

6. Draw and place the Solo Devotion Goal Cards as follows for the difficulty you chose:

	Novice Cards	Adept Cards	Pro Cards	Peer's Starting Devotion
Foundations	3	3	0	🙏 8
Refinement	3	2	1	🙏 12
Mastery	2	3	1	🙏 16

7. Take one Skill Die of each color, roll them, then:

   » Place 1 die on each of the Solo Devotion Goal Cards as shown.

   You may choose which die is placed on each card.



GAME FLOW

Raas: Solo Session is played identically to Raas: A Dance of Love with the following changes and additions.

THE PEER

You will be playing against a Peer. The Peer represents another academy whose Devotion serves as a point of comparison for your own performance. The Peer does not take turns or place pieces. Instead, certain actions you take will increase their Devotion.

TURN OVERVIEW

CHANGES FROM THE BASE GAME

A. DRAFT A DIE, TAKE THE ZONE ACTION

DRAFTING FROM AN ADJACENT ZONE

Draft from an adjacent zone by sharing a Dandiya Stick exactly like the base game with the following changes:

- Return the Dandiya Stick to the bag.
- Immediately **advance the Peer 1 space** on the Devotion Track.

B. LOVE MATCH

LOVE TRACK / NEIGHBOR BENEFITS

If there are no Love Matches ANYWHERE on the game board, you may share a Dandiya Stick to advance one space on the Love Track exactly like the base game with the following changes:

- Return the Dandiya Stick to the bag.
- Immediately **advance the Peer 1 space** on the Devotion Track.

The space (copy the benefit of a neighboring player) on the Love Track is resolved by **choosing one of the two adjacent Love Track benefits** on your Player Board instead of a neighbor's benefit. *(i.e. choose the benefit to the left or right of your current space)*

ADDITIONS TO THE BASE GAME

C. CHECK SOLO DEVOTION GOALS

Solo Devotion Goals are categorized by their difficulty to complete: Novice, Adept, and Pro. Each goal represents a benchmark your academy is striving to achieve through thoughtful play and efficient timing.

CHECKING GOAL COMPLETION

After you check for Love Matches, check whether any Solo Devotion Goals have been completed following these rules:

» A Solo Devotion Goal is completed when its conditions are met, the card order and difficulty do not matter.

» You may complete multiple Solo Devotion Goals in a single turn.

» Completed goals must be resolved; you may not choose to delay or ignore them.

In this example, the player has placed the purple 3 die. They are now checking the Solo Devotion Goals and see they've completed one. They pause to resolve the goal before continuing.



RESOLVING A COMPLETED GOAL

When you complete a Solo Devotion Goal:

- Gain the Victory Points listed on the card based on the current round (A).
- Take the die associated with the Solo Devotion Goal Card and flip the goal card face down, marking it as complete (B).
- Find the printed die that matches the color and value of the die on one of the Outer Disks and choose one of the following:
  - Gain Devotion Points equal to the number on the Center Disk adjacent to that Outer Disk. *(shown by this icon adjacent to the Outer Disk)* (C).
  - Take the Zone Action that the adjacent on the Center Disk is pointing to on that Outer Disk (D).

These options mirror Advanced Mode's "Gain Devotion Benefit" in the multiplayer game.

Then rotate the Outer Disk once, clockwise, and discard the die. Repeat these steps for any additional Solo Devotion Goals you completed this turn. Then continue the game as normal.

In this example, the player found the die symbol matching the color and value of the die from the Devotion Goal Card they just completed on disk B.



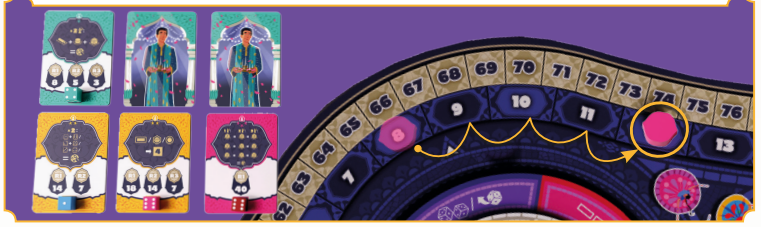
They then choose to either:
(C) *Gain the Devotion Points shown on the center disk.*



OR
(D) *Take the Zone Action pointed to by the .*



At the end of round 1, the player has completed 2 goals. Before scoring VP, the player gives the Peer 4 Devotion Points since there are still 4 unresolved goals.



ROUND END SCORING

Before scoring your Skill Dice, Dandiya Sticks, and Dress Pieces; the Peer gains Devotion Points equal to the number of Devotion Goals you have not yet completed. The cube beside each round's Song Card acts as a reminder to score for the Peer.

DEVOTION TOKENS

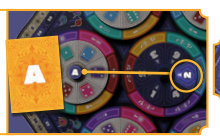
When your VP Marker lands on or passes a space containing a Devotion Token, immediately resolve that token's effect by comparing the symbol on the token to the Reference shown below *(and on the Solo Player Aid)*. Then remove the Devotion Token from the board.

- If you reach the **100 VP mark**, reveal and place an additional Devotion Token on the 125 VP space and another on the 170 VP space.
- If you reach the **200 VP mark**, reveal and place the final Devotion Token on the 215 VP space.

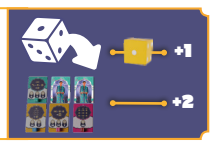
Find the color Skill Die you have the most of. Gain Devotion equal to the highest die value of that color. *(The Player chooses the color on a tie.)*



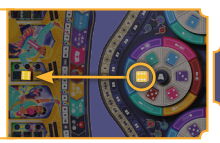
Gain Devotion equal to the Devotion value on the Center Disk **opposite** the disk from which you last drafted.



Roll an unused Skill Die. Gain Devotion equal to its die value **plus** the number of Devotion Goals you have completed.



Gain Devotion equal to the die value of the Skill Die you last drafted.



Gain Devotion equal to the Devotion value on the Center Disk **adjacent** to the disk from which you last drafted.



Gain Devotion equal to the die value on the opposite face of the Skill Die you last drafted. *(Opposite faces always total 7)*



WINNING THE GAME

After Game End scoring, if you have passed the Peer on the Devotion Track, your academy has risen beyond its peers and you win!

DEVOTION CARD REFERENCE

NOVICE

VP SCORING: ROUND 1 = 8VP | ROUND 2 = 5VP | ROUND 3 = 3VP



2 dancers, each with a matching colored set of Skill Die, Dandiya Stick & Dress Piece
Each set can be a different color



Have a pink, maroon, & yellow Skill Die



Have a 1, 3, & 6 value Skill Die



2 Skill Dice with matching colors and die values



Draft a Skill Die from 3 different Disks in the same round
You can use your extra cubes to track which Disks you have drafted from each round



Completed dancer's Skill Dice total 12 or more

ADEPT

VP SCORING: ROUND 1 = 18VP | ROUND 2 = 14VP | ROUND 3 = 7VP



1 completed row of Skill Dice, totaling 12 or more



3 Skill Dice showing odd values



Reach space 5 on any Scoring Track
Skill Dice, Dandiya Sticks, or Dress Pieces



Values (1-6) from all Skill Dice total 24 or more



4 Skill Dice with matching color and die value



3 dancers, each with a matching colored set of Skill Die, Dandiya Stick & Dress Piece
Each set can be a different color

PRO

VP SCORING: ROUND 2 = 40VP | ROUND 3 = 30VP



2 pairs of Skill Dice with the same color and opposite face values
Opposite face values will always equal 7



4 sets of same colored Skill Dice & Dandiya Sticks
Sets can be different colors



All 3 Dancers have the same set of 3 Skill Die colors
The positions of Skill Dice do not have to match



All 3 Dancers have the same set of 3 Skill Die values
The positions of Skill Dice do not have to match



4 Skill Dice with odd die values and 4 Skill Dice with even die values



Have 6 Dandiya Sticks and 9 Dress Pieces

CREDITS

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