



MUSES

Solo Modes – ver. 1.0

The trials of Athena

The wise Goddess Athena, a fine strategist, wants to test the skills of her half-brother, Apollo.

On the next few pages, you will find dance arrangements with varying numbers of Muses. They are puzzles that must be solved according to the instructions.

The base rules are always the same: you must get at least 1 die up to the value of 6, as you would to end a normal game, but within the rounds set out by the puzzle.

If you succeed, you may use the Will of Apollo for the rest of the Muses. Happy puzzling!



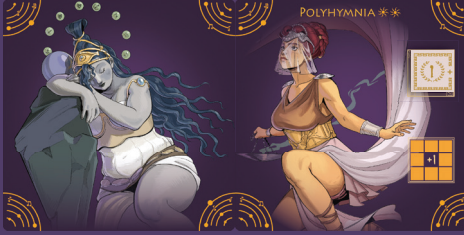


1. Bring every die to 6 in only 3 dance steps.

Solution:

1. Euterpe moves left and applies +1 on Terpsichore.
2. Polyhymnia moves right and applies +1 on Terpsichore.
3. Terpsichore applies -1 on Polyhymnia and moves down.





2. Bring every die to 6
in only 3 dance steps.
Solution:

1. Euterpe moves up and applies +1 on Thalia.
2. Euterpe moves up and applies +1 on Thalia.
3. Thalia applies +1 on Polyhymnia and moves left (or right).





3. Bring every die to 6 in only 3 dance steps.
Solution:

1. Terpsichore moves down and applies -1 on Euterpe.
2. Euterpe moves up and applies +1 on Terpsichore.
3. Euterpe moves up and applies +1 on Terpsichore.





4. Bring every die to 6 in only 4 dance steps,
ending the game with Euterpe.

Solution:

1. Thalia applies +1 on Euterpe and moves left.
2. Thalia moves up and applies +1 on Calliope.
3. Polyhymnia moves left and applies +1 on Euterpe.
4. Euterpe applies +1 on Melpomene and moves down (or up).

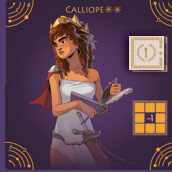




5. Purple Company must win in 2 dance steps.
Solution:

1. Urania swaps values with Terpsichore and moves left.
2. Urania swaps values with Calliope and moves down.





6. Bring every die to 6 in only 4 dance steps.

Solution:

1. Polyhymnia moves right and applies +1 on Calliope.
2. Clio moves right.
3. Euterpe moves left and applies +1 on Clio.
4. Euterpe moves left and applies +1 on Clio.





7. With which Muses in this arrangement can you end the game in 3 dance step?

Solution:

1. The Muse whose name begins with P moves right and applies her Power on the other Muse.
2. The first Muse repeats the same move.
3. The second Muse, whose name begins with T and ends with E, uses her Power on the other Muse and moves up (or down).



8. With which Muses in this arrangement can you end the game in 3 dance step?

Solution:

1. The Muse that plays the double flute moves down and applies her Power on the Muse with the crown of leaves.
2. The first Muse moves right again, and applies again her Power on the Muse to the right.
3. The lower Muse, with the censer, moves up and applies her Power on the Muse above her.



9. Bring every die to 6 in only 3 dance steps.

Solution:

1. Euterpe moves left and applies +1 on Thalia.
2. Euterpe moves left and applies +1 on Thalia again.
3. Thalia moves left.





10. Purple Company must win in 2 dance steps.



Solution:

1. Calliope moves right and applies -1 on Terpsichore.
2. Euterpe applies +1 on Melpomene and moves left.

Hades' Fury

Hades, King of the Underworld, seeks to impose his Will on the Muses. Apollo therefore relinquishes command to his father and Hades' brother, Zeus.

As Zeus, will you prevail in this family conflict? Poor Muses!

- Randomly arrange the Muses face down in whatever form you like, then reveal them.
- Now, strategically arrange the dice of your color on the Muses. The only restriction is that you can only choose 1 Muse out of Clio, Erato and Urania. You must place one of Hades' dice on the other two Muses. Remember to place the neutral die as well!
- The rules remain the same with one addition: all Hades' dice increase by 1 at the end of each turn.
- The goal is to beat Hades 4 to 0, as always ending the game by getting at least one Muse to 6.
- On the following pages, you will find other puzzles you must solve with these rules. Hades' dice are always orange and the neutral one is purple.





1. Beat Hades 4 to 0 in 3 dance steps.
Solution:

1. Polyhymnia applies +1 on Melpomene and moves left.
2. Polyhymnia applies +1 on Melpomene and moves left again.
3. Melpomene moves up. Hades' and Neutral dice are all on 3.



2. Beat Hades 4 to 0 in 4 dance steps. Solution:

1. Euterpe moves right and applies +1 on Polyhymnia.
2. Euterpe moves right and applies +1 on Polyhymnia again.
3. Polyhymnia applies +1 on Calliope and moves right.
4. Urania swaps values with Polyhymnia and moves right (or up). Hades' dice are all on 4, the Neutral is on 1.

3. Beat Hades 4 to 0 in 3 dance steps.



Solution:

1. Euterpe applies +1 on Calliope and moves down
2. Euterpe applies +1 on Terpsichore and moves up.
3. Urania swaps values with Euterpe and moves left. Hades' dice are on 4-3-3-2, the Neutral is on 1.



4. Beat Hades 4 to 0 in 5 dance steps.

Solution:

1. Polyhymnia moves up and applies +1 on Urania.
 2. Terpsichore moves right.
 3. Urania moves down.
 4. Terpsichore moves right and applies -1 on Euterpe.
 5. Euterpe moves down and applies +1 on Urania.
- Hades' dice are all on 5, the Neutral is on 1.



5. Beat Hades' two best dice in 6 dance steps.

Solution:

1. Terpsichore moves up.
 2. Terpsichore moves left and applies -1 on any Mnemosyne's die.
 3. Terpsichore applies -1 on Mnemosyne's 3 and moves left.
 4. Melpomene moves up and applies -1 on the Mysterious Muse.
 5. Terpsichore moves down and applies -1 on Mnemosyne's 5.
 6. Terpsichore moves up (or left).
- Hades' dice are all on 5.





6. Beat Hades 4 to 0 in 5 dance steps.

Solution:

1. Polyhymnia moves left and applies +1 on Calliope.
2. Polyhymnia moves left and applies +1 on Terpsichore.
3. Polyhymnia moves left and applies +1 on Thalia.
4. Thalia moves down and applies +1 on Terpsichore.
5. Polyhymnia moves left. Hades' dice are all on 5, the Neutral ones are on 2 and 1.

Looking for another challenge?

Join our community!

On our website, you'll find other original challenges, and more will be added in the future... Why not propose some of your own?



Send us your puzzles so that Dance of Muses players around the world can try and solve them!

Fill out the form at this link, or scan the QR code:
www.spaceotter.it/danceofmuses/community/

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