

# THE SHIP: PUZZLES WALK-THROUGH

## 0. Note for completionists

To get all achievements and unlock the Epilogue, make sure that you have 17/20 before the point of no return; no achievement is missable before this point.

## 1. Dudo

Dudo is a game of chance and bluffing. Therefore, no walk-through can be made for this. However, you have the option in-game to skip the game and win automatically. Don't be afraid to use that, no one will judge you :)

**\* SPOILER WARNING \***  
**DO NOT PROCEED TO THE NEXT PAGE**  
**IF YOU HAVEN'T STARTED CHAPTER 2**

## 2. Fuse Box solutions

This puzzle is based on [a well known puzzle](#). Multiple solutions may or may not exist, depending on the configuration and the restrictions.

### a. Engine room

```
| X |   |   |  
|   |   | X |  
|   |   |   |
```

### b. Engine 1

```
|   | X |   | |
|   |   |   | X |  
| X |   |   |  
|   |   | X |
```

### c. Engine 2

```
| X |   |   |   |   |  
|   |   | X |   |   |  
|   |   |   | X |   |  
|   |   |   |   | X |  
|   |   |   |   |   |  
|   |   |   |   |   |  
|   |   |   |   | X |  
|   | X |   |   |   |
```

### d. Engine 3

```
| X |   |   |   |   |  
|   |   | X |   |   |  
|   |   |   | X |   |  
|   |   |   |   | X |  
|   | X |   |   |   |  
|   |   |   |   |   |  
|   |   |   |   | X |  
|   |   |   | X |   |
```

e. NEO Chamber

```

| X |   |   |   |
|   |   |   | X |
|   |   |   |   |
|   |   | X |   |

```

f. Arm

This fuse box is extremely glitched. Only one half of the board is shown at a time and the fuses are placed along with a symmetrical counterpart.

```

|   |   | X |   |   |   |   | |
|   |   |   |   | X |   |   |
|   | X |   |   |   |   |   |
|   |   |   |   |   |   |   | X |
| X |   |   |   |   |   |   |   |
|   |   |   |   |   |   | X |   |
|   |   |   | X |   |   |   |   |
|   |   |   |   |   | X |   |   |

```

g. Printer

Less glitched, but symmetry still applies.

```

|   | X |   |   |   |   |
|   |   |   | X |   |   |
|   |   |   |   |   | X |
| X |   |   |   |   |   |
|   |   | X |   |   |   |
|   |   |   |   | X |   |

```

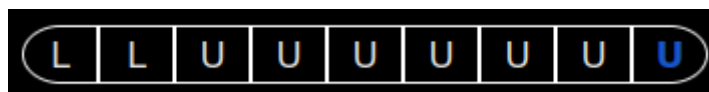
### 3. AstroNav solutions

Again, many solutions may or may not exist for each level. Levels ordered alphabetically.

All aboard



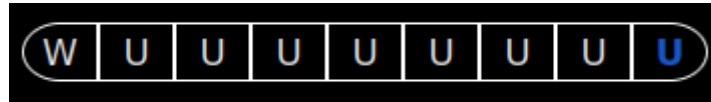
Black bishop



Black knight



Breaking the waves



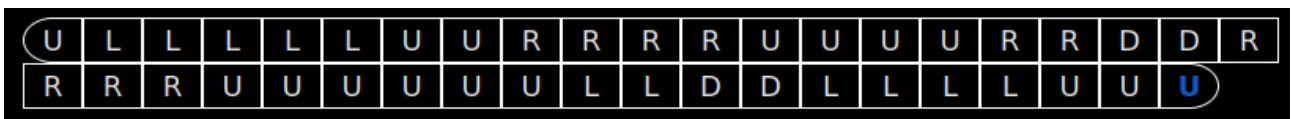
Die kaukasische Kreidekreise



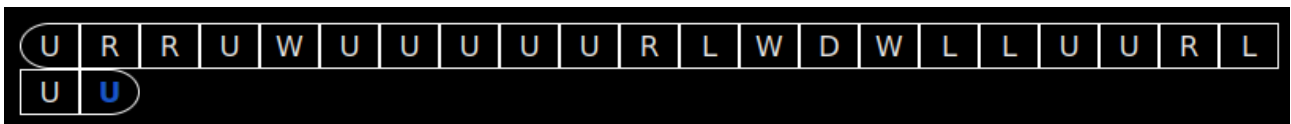
Double-slit experiment



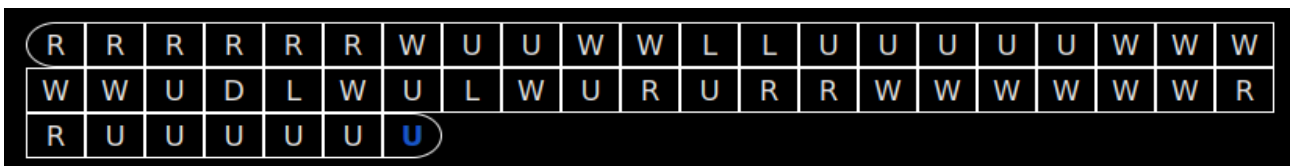
Get out



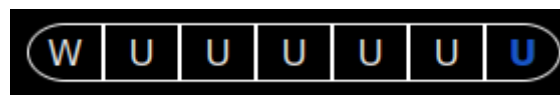
Riding the wind (can also end with a W instead of the last U)



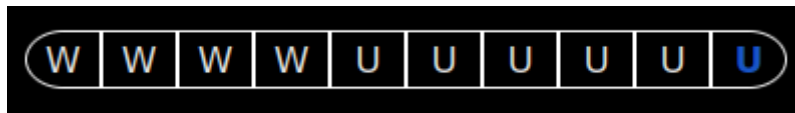
The Beacon



They fly now?



Wait for it



Warming up

