

# The Seventh Star

for the BBC Microcomputer

## Solutions

Here is a list of solutions to problems frequently encountered in The Seventh Star. The solutions are numbered; type \*HELP when you are stuck and the computer will tell you which number to look up.

1. The briefcase can only be opened by picking its locks with a piece of bent wire.
2. Nothing special happens in this room.
3. There is a robot which has been dumped in the subterranean passages. He is a wonderful fellow and a joy to be with. His friends know him as 'Fun Boy One'. Use his great strength to break the padlock on the doors leading to the transporter room. He has one other use – see hint 73.
4. Back to the drawing board?
5. Try searching this room.
6. Nothing special happens in this room.
7. Nothing special happens in this room.
8. Nothing special happens in this room.
9. You will need keys to get through here.
10. The sandwich is found in the dirty tunnels which lie beyond the slimy passages. Use it to feed the dog to make him less aggressive.
11. All these tunnels have different descriptions – so it's not really a maze at all.
12. All these tunnels have different descriptions – so it's not really a maze at all.
13. All these tunnels have different descriptions – so it's not really a maze at all.
14. All these tunnels have different descriptions – so it's not really a maze at all.
15. All these tunnels have different descriptions – so it's not really a maze at all.
16. All these tunnels have different descriptions – so it's not really a maze at all.
17. All these tunnels have different descriptions – so it's not really a maze at all.
18. All these tunnels have different descriptions – so it's not really a maze at all.
19. Nothing special happens in this room.
20. Nothing special happens in this room.
21. Nothing special happens in this room.
22. There is a pipe at the west end of the slimy passages, at the bottom of which is a group of vicious thieves. You must dispose of them before going down the pipe; hint 68 tells you how.
23. Nothing special happens in this room.
24. Nothing special happens in this room.
25. Nothing special happens in this room.
26. Someone in the city is waiting for a telephone call. Hint 42 tells you who.
27. Try searching this room. Hint 3 tells you what to do with whatever you find

28. You need help to get over the fence – think about the Olympics! Hint 37 reveals all.
29. Nothing special happens in this room.
30. Nothing special happens in this room.
31. Nothing special happens in this room. You will need to use I N to get into the telephone box.
32. This is a wishing well – fill your bucket with water here. If you happen to be carrying a coin try dropping it into the well.
33. Nothing special happens in this room.
34. Try dropping something in each room to find your way around here. There are only five rooms in this maze.
35. The breeding enclosure lies beyond the electrified fence. Don't break or drop the egg until you are in the clutches of the evil Blobov Slime!
36. To get the robot out of the passage, you must find the steps leading to the surface.
37. This branch can be used for vaulting if you find something too high to jump over.
38. Nothing special happens in this room.
39. Insert the card into this slot – it's a Cashpoint machine.
40. Insert this unit into the scanner to make it work.
41. Try dropping something in each room to find your way around here. There are only five rooms in this maze.
42. This sad creature is found at the end of a side street. Take her to a telephone if you can find one.
43. Use the crowbar to lift the grating.
44. Nothing special happens in this room.
45. Nothing special happens in this room. You can't get into the shop to the east because the door is locked.
46. Try dropping something in each room to find your way around here. There are only five rooms in this maze. You can get out by going southeast from here.
47. Try dropping something in each room to find your way around here. There are only five rooms in this maze.
48. Nothing special happens in this room.
49. Nothing special happens in this room. Exits are north, south, west and southeast from here.
50. Nothing special happens in this room.



51. Nothing special happens in this room.
52. Get money from the Cashpoint to buy things here. You can only afford the briefcase and the scanner. An alternative power unit can be found in the underground tunnels (DOWN from the marketplace). Hint 1 tells you more about the briefcase.
53. Don't forget to try going down from here.
54. Feed the dog to put him in a better mood. Hint 10 tells you where to find some food.
55. Nothing special happens in this room. You will need to use IN to go any further.
56. Nothing special happens in this room. You will need to use IN to go any further.
57. Nothing special happens in this room.
58. Nothing special happens in this room.
59. Nothing special happens in this room.
60. Nothing special happens in this room. Use the gloves to rub the ebonite rod; this will charge it with static electricity.
61. This 'Charity Shop' is a front for the headquarters of a group of rebels. You will need to know the password to get in – hint 32 tells you how to find out what it is. You won't be able to complete the adventure if you give the lady any of your money but that would get you out of the shop for the time being.
62. Nothing special happens here that you don't already know about (bring back the blueprints and you are nearly there).
63. The only thing to get you past this villain is the electronic scanner. Simply USE SCANNER, but remember to insert a power pack first or it won't work.
64. Nothing special happens in this room.
65. Nothing special happens in this room.
66. Nothing special happens in this room.
67. You can short out the electric chair by throwing water over it.
68. Nothing special happens in this room. The candle is really a stick of dynamite – you must throw it immediately after lighting. Hint 22 advises you how to use it to best effect.
69. Nothing special happens in this room. There are exits south, east, northeast and west from here.
70. You are not strong enough to break the padlock. Hint 3 tells you who can help you.
71. Nothing special happens in this room.
72. Nothing special happens in this room.

73. One of the rooms in the Empire HQ has a weak floor which creaks loudly. If you bring the robot in here, it will give way. That is the only way to get into the secret chambers below. However, you must open the doors to the transporter room first, or you will never get out again.
74. Here is your escape route from the planet. But press the buttons at your peril unless you have read the instructions for using the transporter! These are to be found far away, beyond the sealed hatch at the bottom of the subterranean passages.
75. Use IN to enter the transporter.
76. Nothing special happens in this room. Hint 111 tells you how to put the guards out of action.
77. Take the west exit from this room to get out of the chambers.
78. Nothing special happens in this room.
79. The wire is useful for opening locks if you don't have a key. However, there is only one lock simple enough for you to pick. Take the south exit from this chamber to get back to the transporter room.
80. You can't do anything else here.
81. Nothing special happens in this room.
82. Nothing special happens in this room.
83. If you are carrying a strange egg, now is the time to drop it. If not, it's too late now! Hint 35 tells you where to get the egg. There are exits north and south from this room.
84. Nothing special happens in this room.
85. If you go east from this room, the guards will catch you unless you have put them out of action. To do this you must interfere with the radio transmissions which control them. Hint 111 gives you some more clues.
86. Nothing special happens in this room.
87. Nothing special happens in this room.
88. Nothing special happens in this room.
89. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going east.
90. You will need to insert a security tag to get through here. Hint 61 tells you how to get one.
91. Nothing special happens in this room.
92. Nothing special happens in this room.
93. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going northwest.

94. Nothing special happens in this room. However, you only have 25 moves in which to get back before the door closes behind you.
95. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going southeast.
96. Don't take the robot any further along here if you value him at all.
97. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going east.
98. Nothing special happens in this room.
99. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going north.
100. You have finally come to the point where you really do need Mu-Mu's help. Only he can get you past here. (Type H E L P.)
101. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going southwest.
102. You need Mu-Mu's help again to get back as the voice print door closes after only four moves. Leave Mu-Mu here before continuing southeast.
103. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going south.
104. This is the hard part. The radiation from the monolith makes Mu-Mu think like a real human being – selfishly. You must leave him behind before entering this room.
105. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going west.
106. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going north.
107. These rooms all lie in a line. From each room there is one exit to take you on to the next, and seven exits to take you back to the previous one. You can move forward from this room by going southwest.
108. Nothing special happens in this room.
109. Nothing special happens in this room.
110. This is the master section – the final challenge. The only advice I can give you now is to check that you have used all the objects that you have found so far.

111. The Guard Control Centre is located at the end of a long set of corridors south of the torture room. If you rub the ebonite rod with the fur gloves, the static will play havoc with the radio transmissions which control the guards. Don't forget to leave the crackling rod here or the effect will end as soon as you move away from the transmitter.



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