

The Seventh Star

for the BBC Microcomputer Model B

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Contents

STAR

Loading instructions

To load and run the program place the cassette (fully rewound) in the cassette recorder, type

```
CHAIN "STAR"
```

and press RETURN; the 'Searching' message should appear on the screen as you do this. Now press the PLAY button on the cassette recorder and wait for the program to load. The title page will load in less than one minute and the main program will take a further seven minutes to load. The game will start as soon as loading is complete.

When the program is loaded, the message `Position the database file` will appear on the screen. If you wish to load a saved game at this point, stop the cassette recorder, position the tape holding the saved game and press the PLAY button. If you allow the program tape to play on, the initial game position will automatically be loaded from the cassette.

Travelling back to earth from your starbase in the distant Andromeda Nebula you run into a violent magnetostorm. Somehow, you survive but your ship is badly damaged and you find you are millions of miles off course.

You have no option but to attempt a landing on the nearest planet, a strange world known as the Seventh Star, about which very little is known. After a less than smooth landing, you salvage what you can from the wreckage of your ship and venture out on to the surface of the planet. Getting back to earth isn't going to be easy, to say the least, for one thing is known about the Seventh Star; nobody who has ventured here before has ever returned!

All you manage to salvage is a bucket, a crowbar and Mu-Mu, your hand-held micro-microcomputer. Unfortunately, Mu-Mu's batteries are nearly exhausted

and although there are many situations in which he will be able to give you advice, he has only enough power left to help you twice.

The object of this adventure is to find your way back to earth. The computer is your eyes and hands; it will describe your immediate surroundings and any objects which are there. In return, you must tell it what to do, by entering one or two word instructions, such as TAKE BOOK, LOOK, GO NORTH. The computer has a vocabulary of around 200 words, the most common of which are:

LOOK	TAKE
TAKE INVENTORY	DROP
HELP	SAVE
SCORE	SOUND OFF
GO	SOUND ON

GO must be followed by a direction; NORTH, SOUTH, EAST, WEST, NE, NW, SE, SW, UP, DOWN, IN, OUT. TAKE and DROP must be followed by the name of an object.

HELP is used to consult Mu-Mu if you are really stuck and TAKE INVENTORY will give a list of all the objects you are carrying.

The SAVE command is used to record your position on tape. You will be prompted for a filename and the usual RECORD then RETURN message will be given.

In case you get really stuck a set of hints is included in a sealed envelope. Each hint has a number and if you type *HELP when you are stuck, the computer will tell you which number to look up.