

Solutions to various problems encountered in 'T7G'

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INTRODUCTION and NOTES:

Well, I've just seen the ending sequence on CD #2. I solved all the puzzles except for the Microscope puzzle. I had to go to the Help Book three times to get past it. I have to say that this is one of the coolest game's I have EVEN seen. I really enjoyed the graphics, music (be sure to play the songs on CD 2 in your audio CD player, some great music!) and the puzzles. I enjoyed the ending though I thought it was a bit short. Be sure to read the credits at the end, if anyone gets through to the Best Girl I'd like to know how she was!

See you at Stauf's house,
Neil

NOTE: Not all puzzles are solved in this text!!!

If you can add any solutions I encourage you to do so. If you would like you can send your solutions to me and I'll roll them into this text giving you credit if you wish.

Genie: NEIL@DP
AOL: NEILBII
BioHazard: FailSafe (See text at the end of this file!)

We make no guarantees as to the accuracy of these solutions. While I've tried to make this text as accurate as possible I cannot guarantee that it is 100 percent correct.

Also note that these solution have not been optimized. There may be MUCH better ways to solve them.

The latest version of this file can be found on the 'BioHazard' BBS, see our ad on the last page for the phone numbers.

I also want to thank Trilobyte and Virgin. T7G is one awesome game. I can hardly wait for whatever comes next!!!!!!!!!!!!

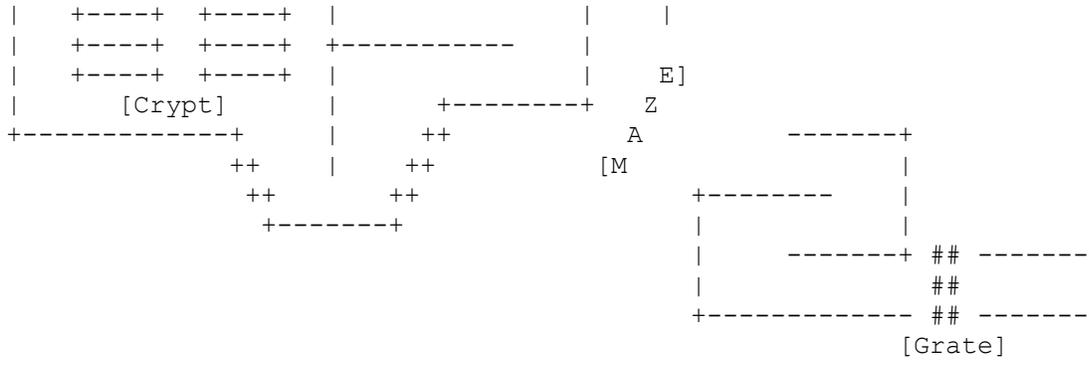
We want to wish you the BEST OF LUCK with your gaming!

Neil

Revision History:

- 30-May-1993 Initial creation of file. Uploaded to AOL, Genie and BioHazard.
- 31-May-1993 Added 'Coin' puzzle solution.
Added notes on 'Knights' puzzle.
Added 'Flip Picture' Puzzle.
Added 'Letter Block' Puzzle.
Expanded 'MAZE' map to show path.
- 01-JUN-1993 Added notes on the 'Piano Puzzle'.
- 04-JUN-1993 Added Maps.
Added solution to 'Bishops'.
Added Notes on 'Stauf's Face' Puzzle.
- 05-JUN-1993 Finished work started on June 4th.
Added solution to the 'PIT' puzzle.
- 06-JUN-1993 Fixed a couple of typo's in the file.
Wrote a small c program to convert the ANSI graphics to '+-' textual graphics so that I don't have to maintain two versions.
- 07-JUN-1993 Added 'Star Knife' puzzle.
Added 'SkyScraper' puzzle.
Fixed 'Piano Bar' Solution.
Fixed layout problem causing page numbers to not be printed.
- 08-JUN-1993 Added too/Corrected maps
More minor edits.
- 25-JUN-1993 Added Musical Notation to the Piano Puzzle.

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Telescope in the Library:

OBJECTIVE: Spell out the sentence by clicking on the letters. After selecting a letter the next one selected MUST be connected to the last via a canal on the map of Mars.

Click on the Letters starting with the T at the bottom to spell:

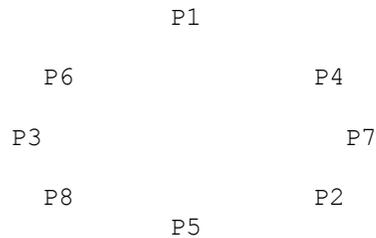
THERE IS NO POSSIBLE WAY

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Spiders on the Star:

OBJECTIVE: Cover all the purple circles around the edge of the star with spiders. NOTE: The puzzle is won when all but one circles have been covered with a spider. The spiders will move along one of the lines from the starting circle to the ending circle.

SOLUTION:



Click on _____ then Click to move to _____

P1	P8
P2	P1
P3	P2
P4	P3
P5	P4
P6	P5
P7	P6

OR

- 1.) Click any purple circle to start.
- 2.) Click on either purple circle connected via the lines to the one from step 1 to have the spider move to there.
- 3.) Pick a purple circle so that after the spider moves he will be on the circle from step #1 above.
- 4.) Click on the circle from step #1 above to have the spider move to it.
- 5.) Pick a purple circle so that after the spider moves he will be on the circle from step #3 above.
- 4.) Click on the circle from step #3 above to have the spider move to it.

Continue this way around the star, picking a spot so that the spider

can move to the place you CREATED the last spider on.

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Skulls and Headstones in my cake:

OBJECTIVE: All 6 guest's need to receive an equal share of cake. The problem is that the pieces given to each guest must touch on a side. The final shape of the pieces for each guest doesn't matter.

The S's represent sections with a SKULL, the H's sections with a Headstone. The section without an H or S are just icing.

Solution:

Click on all 5 pieces with the number 1. After they fly from the cake click on all 2's, then 3's, 4's, 5's and finally 6's. All 6 guests received 5 pieces total consisting of 2 skulls, 2 headstones and 1 icing.

```
+-----+-----+-----+-----+-----+-----+
| S1 | H2 | H2 | S2 | H3 | S6 |
+-----+-----+-----+-----+-----+-----+
| 1 | H1 | S1 | S2 | H3 | S6 |
+-----+-----+-----+-----+-----+-----+
| 4 | H1 | H4 | 2 | S3 | 6 |
+-----+-----+-----+-----+-----+-----+
| S4 | S4 | H4 | 3 | S3 | H6 |
+-----+-----+-----+-----+-----+-----+
| H5 | H5 | S5 | 5 | S5 | H6 |
```

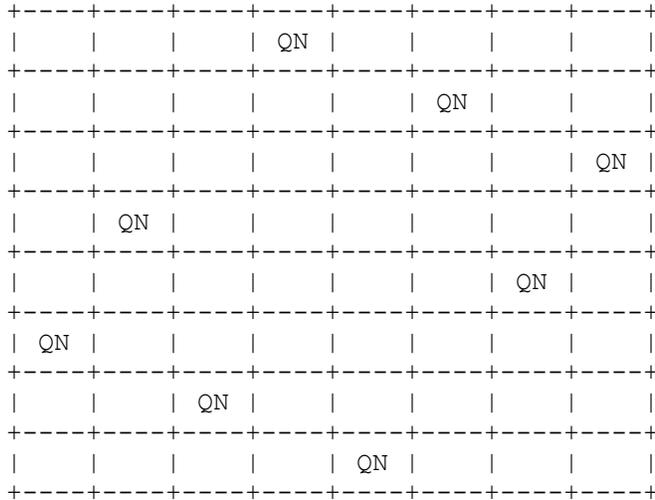
Note: This is one of
at least two
solutions!

+-----+-----+-----+-----+-----+-----+

Eight queens that do NOT get along:

OBJECTIVE: Position eight queens on the board so that no queen can capture another queen. NOTE: Queens can move in any direction including diagonals for as many squares as they want.

Solution:



Blood flow:

OBJECTIVE: Open/Close gates so that the blood can flow from the heart to the end. NOTE: Click the heart to get the blood flowing when you think you have it.

The easiest strategy I found was to start from the end. Click the gates and you will notice that the end with the little ball is fixed. Click the gates open and closed so that there is a continuous path for the blood to follow. By staring at the end this path is obvious.

aMAZEing, isn't it?

OBJECTIVE: Find your way through the maze to the basement. Another puzzle awaits you there. NOTE: The room with the Bishop puzzle has a maze on a carpet. This is also the map to the basement. The maze is recreated below. The lengths of sections in the actual maze seem different than the map indicates even though the overall relationship of openings etc. seems correct.

+-----+-----+-----+-----+-----+-----+

And here is the final solution:

Shy
gypsy slyly
spryly tryst
by my crypt

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Letter Flowers on my bedspread:

OBJECTIVE: Make a sentence from the letters on the bedspread.

NOTE: From the last selected letter the next letters that can be used are either -5, -3, +3 or +5 letters away.

NOTE: The STARS are used as spaces.

Here is the flow for the answer: KEY: Spaces-to-move Letter

Start with the T	+5 Y
(Work +5 H	-3 O
DOWN -3 E	-3 U
this -3 STAR	-3 R
Column +5 S	+5 STAR
first) -3 K	+3 F
+5 Y	+3 A
+3 STAR	+5 T
+3 I	+3 E
+3 S	-5 STAR
-5 STAR	+3 I
+3 R	-5 S
-5 U	-5 STAR
+3 D	+3 B
+3 D	+3 L
+3 Y	+5 O
+3 STAR	-3 O
	+5 D
	+3 Y

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Grating - Ain't it?

OBJECTIVE: Move the grate parts around so that the circle cut in two of them is over the opening. The bottom one protects you from the spikes.

I've numbered the six position's of the grates like this:

1	2	3
4	5	6

Click on these position's to arrange the grates so that you can get through:

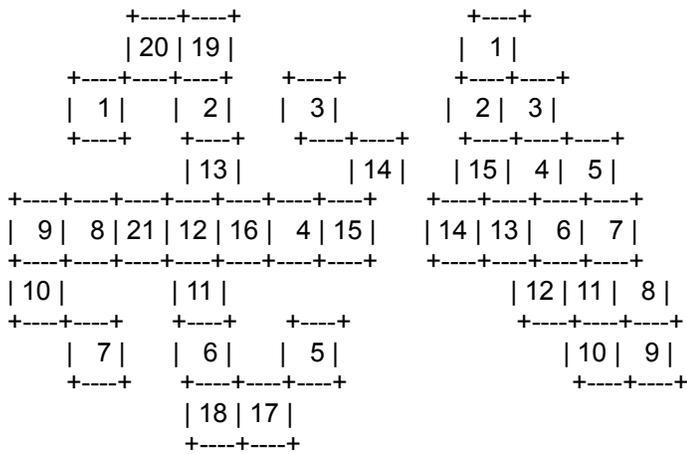
5
 6
 3
 2
 5
 4
 1
 2 (The top circle should be in position 1)
 5
 6
 3
 2
 5 (The bottom circle should be in position 2)
 4
 1
 2
 3
 6
 5
 4
 1
 2
 3
 6
 5
 4
 1
 2
 3
 6
 5 (You should now have a completed circle)

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Coins on the Briefcase:

OBJECTIVE: Turn over ALL coins. Once a coin is turned over only the coins along the column above/below or on the row to the right/left of it can be flipped. There are two puzzles in the sequence.

Solution:



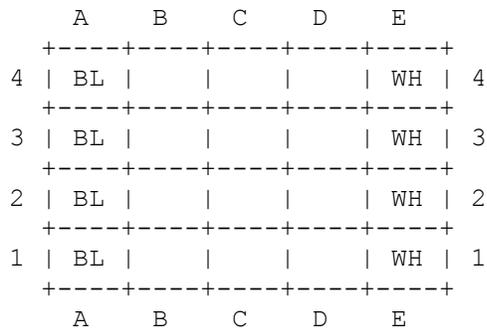
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Bishop's needing a change:

OBJECTIVE: Swap the bishop's out, white to black.

NOTES: You DO not have to move White/Black/White/Black etc.
 You can start with Black or White AND can move multiple
 Black or White Bishop's in a row.

SOLUTION: By numbering the board as show follow the moves in the
 numerical order under the #'s columns.
 (IE: 1,2,3,4,5,6,7 etc)



# Black Moves	# White Moves
1 A2->B3	2 E2->D3->B1
3 B3->D1	4 E4->D3->C4
	5 B1->A2
6 D1->C2->E4	7 C4->E2
	8 A2->C4
9 E4->B1	
10 A4->C2->E4	11 E2->D1
	12 C4->B3->A4
13 B1->D3	14 D1->B3->A2
15 D3->E2	

Note: I wish to thank
whomever devised
this solution!

Two White and Two Black Bishop's should now be switched.

# Black Moves	# White Moves
16 A3->B2	17 E3->D2->B4
18 B2->D4	19 E1->D2->C1
	20 B4->A3
21 D4->C3->E1	22 C1->E3
	23 A3->C1
24 E1->B4	
25 A1->C3->E1	26 E3->D4
	27 C1->B2->A1
28 B4->D2	29 D4->B2->A3
30 D2->E3	

All Bishop's should now be swapped.

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Crypt in the basement:

OBJECTIVE: Get the lid's all closed before the dead escape.

There are 9 coffins arranged like this:

1 2 3
4 5 6
7 8 9
(You)

Clicking to open/close the lid on one affects the ones around it
like this: (X) is the one clicked - n means no change in the lid.

n 2 n	1 n n	n n 3	1(2)3	n n n
4(5)6	(4)n n	n n(6)	n n n	n n n
n 8 n	7 n n	n n 9	n n n	7(8)9
(1)2 n	n n n	n 2(3)	n n n	
4 5 n	4 5 n	n 5 6	n 5 6	
n n n	(7)8 n	n n n	n 8(9)	

Notice that clicking 2,4,6 or 8 has no effect on 5.

One more thing: Several times while trying to click on #9 I managed to instead click while the right beckoning hand was displayed. This exits the puzzle early. Be sure you have the EYE before clicking in a coffin.

Although I am sure there is a nice algorithm for this solution I still have not found it. I have managed to solve it by brute force only.

By resetting the puzzle I usually find a fairly easy one to solve within a few minutes.

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Knights in the Bathroom:

OBJECTIVE: Swap the Black and White Knights.

Solution: I've solved this through brute force. It took enough moves that I don't plan to document it here.

Starting layout

```

+---+---+---+---+---+
| BL | BL | BL | BL | WH |
+---+---+---+---+---+
| BL | BL | BL | WH | WH |
+---+---+---+---+---+   BL = Black Knight
| BL | BL |   | WH | WH |   WH = WHite Knight
+---+---+---+---+---+
| BL | BL | WH | WH | WH |
+---+---+---+---+---+
| BL | WH | WH | WH | WH |
+---+---+---+---+---+

```

Legal Moves for a Knight

```

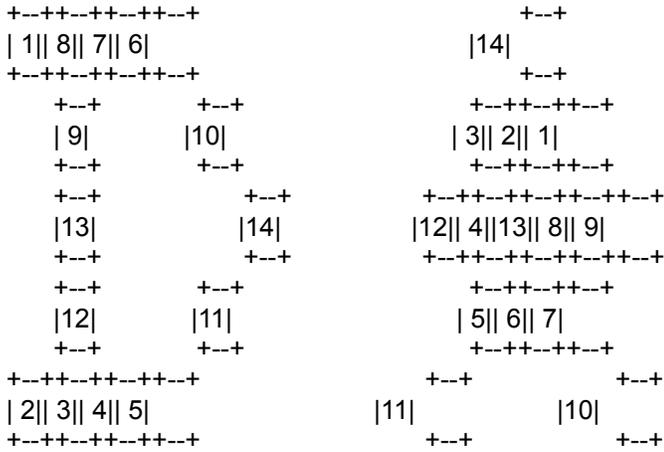
+---+---+---+---+---+   +---+---+---+---+---+
|   | --+--+--+ |   |   | + |   | + |   |
+---+---+---+---+---+   +---+---+---+---+---+
| + |   | | |   | + |   | --+--+--+--+--+--+ |
+---+---+---+---+---+   +---+---+---+---+---+
| +-+---+-KN-+---+ |   |   | +-+---+-KN-+---+ |   |
+---+---+---+---+---+   +---+---+---+---+---+
| + |   | | |   | + |   | --+--+--+--+--+--+ |
+---+---+---+---+---+   +---+---+---+---+---+
|   | --+--+--+ |   |   | + |   | + |   |
+---+---+---+---+---+   +---+---+---+---+---+

```

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Card Shark:

OBJECTIVE: Flip over all the cards. Only cards adjacent too or in line on a row/column over already flipped cards can be flipped.

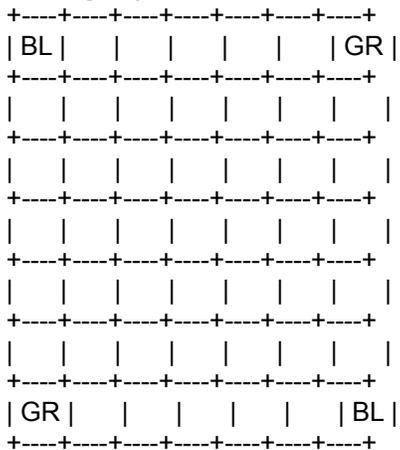


Through the Microscope:

OBJECTIVE: You are Blue, have more blue pieces left at the end of the game.

To create a new Blue move one square in any direction. You can more up to two squares in ANY direction including diagonals, you may jump other cells.

Starting Layout:



This is the PIT's:

OBJECTIVE: Make your way along the colored bricks to reach the FINISH block. There is a methodology you need to follow to complete this.

HINTS: You do not need to step on all the colored bricks to win.
 Every third brick you step on needs to be purple.
 When stepping on the FINISH brick it must be the third in that sequence.

LAYOUT: FINISH

```

+---+ +---+ +---+ +---+
| P +---+ B +---+ B +---+> | P = Purple Square
+---+ P +---+BR +---+BR +---+ B = Blue Square
  +---+ B +---+ P +---+ BR = Brown Square
+---+ BR+---+ +---+ B +---+
| P +---+ +---+ B |
+---+ B | | B +---+
  +---+ +---+
+---+ B +---+ +---+ P +---+
| B +---+ P +---+BR +---+ P |
+---+ P +---+ P +---+ P +---+
  +---+BR +---+ P +---+
+---+ P +---+BR +---+BR +---+
|-> +---+ +---+ +---+ B |
+---+ +---+
START
  
```

SOLUTION: The Book in the library says that each color represents a number, and that the next move depends upon what color/number you are starting from.

FINISH

```

+---+ +---+ +---+ +---+
| +---+D1 +---+E1 +---+E3 | P = Purple Square
+---+C3 +---+D2 +---+E2 +---+ B = Blue Square
  +---+C2 +---+D3 +---+ BR = Brown Square
+---+C1 +---+ +---+ +---+
|B3 +---+ +---+ |
+---+B2 | | +---+
  +---+ +---+
+---+B1 +---+ +---+ +---+
| +---+ +---+ +---+ |
+---+A3 +---+ +---+ +---+
  +---+A2 +---+ +---+
+---+A1 +---+ +---+ +---+
|-> +---+ +---+ +---+ |
+---+ +---+
START
  
```

Step on A1,A2,A3,B1,B2 ... E2,E3

Flip Picture:

OBJECTIVE: Using the control buttons around the edges restore the picture back to its correct state. Each time the puzzle is restated it is scrambled different.

SOLUTION: When the picture is displayed correctly before being scrambled the squares of it are numbered 1 to 9 as show below. Memorize

the section and it's number as shown below.

BUTTONS: Clicking on B1 increments the picture shown in squares 1,4 and 7 to the next picture in sequence. If picture 9 was shown then picture 1 is displayed in that square.

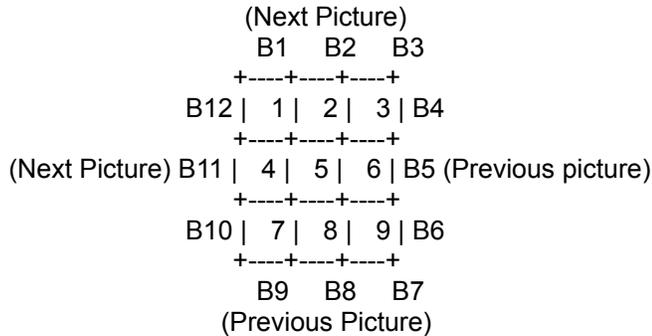
Clicking on B2 increments squares 2,5 and 8.

Clicking on B3 increments squares 3,6 and 9.

Clicking on buttons B7,B8 or B9 decrement their column.

Clicking on buttons B10,B11 or B12 increment the picture on their row.

Clicking on buttons B4,B5 or B6 decrement their row.



Note: I had the best luck resetting the puzzle until I got one that had the same pattern in columns 1 and 2. I was then able to increment column 3 to the same pattern. I was then able to increment row 1 and 2 until all 9 squares had the SAME picture. I then set column 2 to the picture before column 3. I then set column 1 to be the picture before column 2. I then decremented the rows 1 and 2 until I had the complete picture.

Spelling Blocks:

OBJECTIVE: Rearrange the blocks to spell the correct three words.

CONTROL: Clicking on the TOP of a column slides the lower two blocks up, the top one goes to the bottom. The opposite is true by clicking on the BOTTOM of a column. Clicking on the RIGHT edge of a row slides the row to the right. The rightmost block goes to the left edge. Again the opposite is true for the LEFT edge.

The blocks always initialize to the same configuration:



```

|Y|O|B|
+---+---+---+
|T|E|G|
+---+---+---+

```

SOLUTION: To solve the puzzle rearrange the letters to spell the words

```

+---+---+---+
|G|E|T|
+---+---+---+
|B|O|Y|
+---+---+---+
|T|A|D|
+---+---+---+

```

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Piano Bar:

OBJECTIVE: Follow the song through 18 notes repeating in a 'Follow the leader' type of game.

SOLUTION: I taped a piece of paper to my screen and marked all the keys on it. Then I numbered the keys 1,2,3...18 as they were played.

I believe this is the Sequence - Only part of the Keyboard is shown. I've entered this in two different formats, use the one you find easiest to follow.

W	W	B	W	B	W	W	B	W	B	W	B	W	W
--	--	--	--	--	--	--	--	--	--	--	--	--	--
1			6	5		3	4		14		2	12	
10				7		8	15				11		

Clicking to change a section affects the ones around it like this:
 (X) is the one clicked - n means no change in the piece.

```

n 2 n   1 n n   n n 3   1(2)3   n n n
4(5)6 (4)n n   n n(6) n n n   n n n
n 8 n   7 n n   n n 9   n n n   7(8)9

(1)2 n   n n n   n 2(3) n n n
4 5 n   4 5 n   n 5 6   n 5 6
n n n   (7)8 n   n n n   n 8(9)
  
```

Notice that clicking 2,4,6 or 8 has no effect on 5.

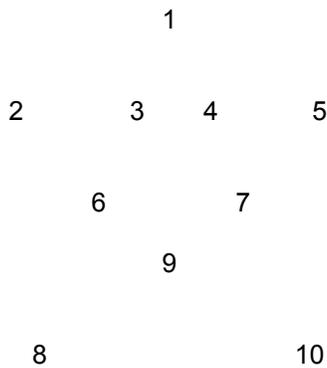
NOTE: I kept resetting this one until I got a setup that seemed logical to clear.

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Star Knives

OBJECTIVE: Remove knives by jumping over them with another knife. To win you must have only one knife left on the board.

SOLUTION: I've numbered the nodes like this:



Jump in this order:

FROM	TOO	OVER
6	1	3
5	3	4
2	4	3
9	5	7
1	7	4
5	9	7
8	7	9

