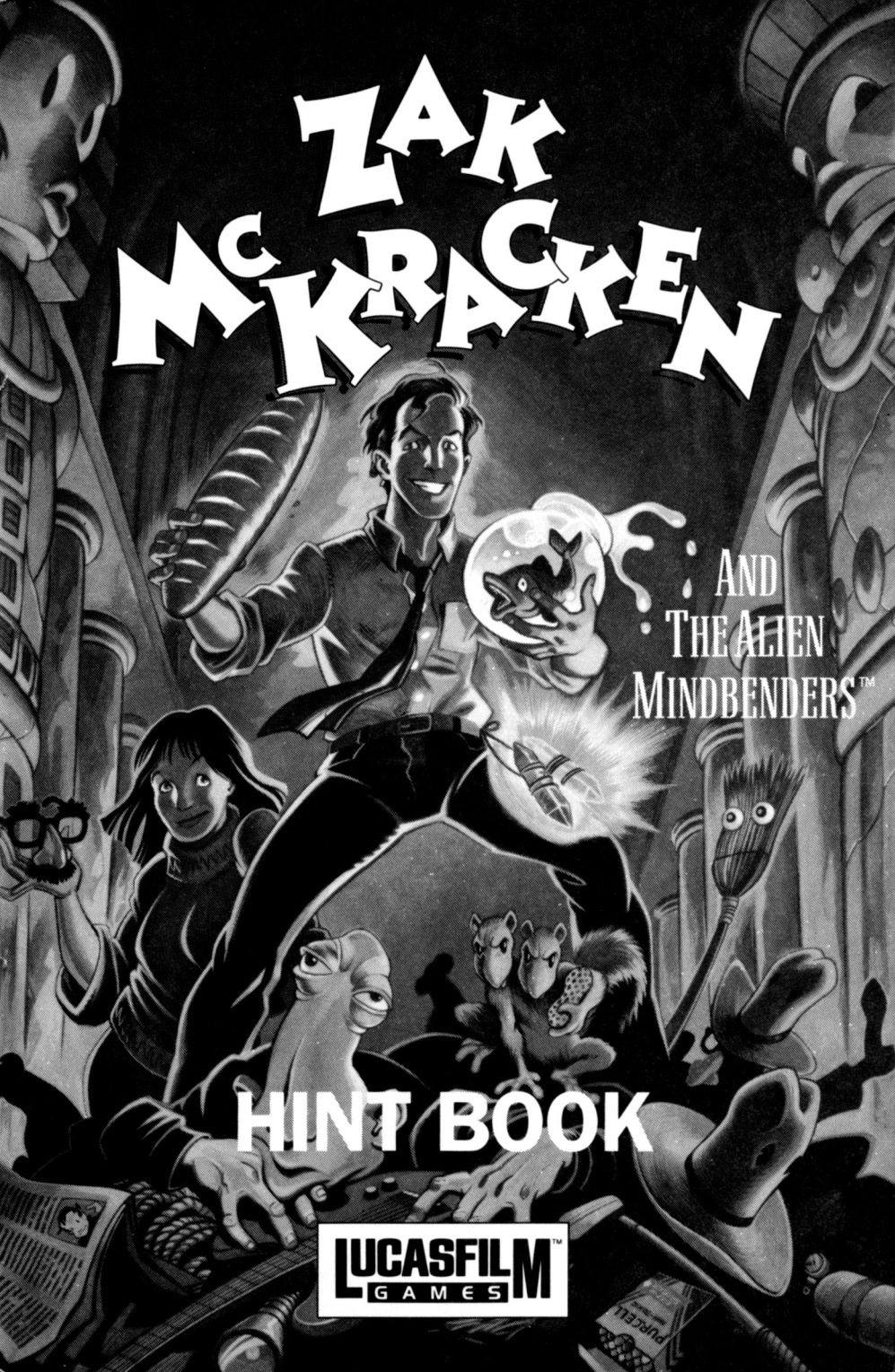


ZAK MCRAKKEN

AND
THE ALIEN
MINDBENDERS™

HINT BOOK

LUCASFILM™
GAMES



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Zak McKracken and the Alien Mindbenders™ Hint Book

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How To Use The Decoder

The decoder, a strip of red gel, is included for your protection.

Without it, you could easily read clues you don't want or need. Which would take much of the fun out of the game.

With the decoder strip, you only read the clues you absolutely need. So you can get yourself out of one jam without taking the fun out of the next one.

Just skim the questions in this next section. Find the one that's stumping you and use the decoder to read the *first clue*. If that's all you need, terrific. If not, read the next clue. And so on.

Don't forget to look for more clues in the *National Inquisitor*. And don't be frustrated when your first few attempts to unravel a puzzle don't pan out — if they weren't so tricky, they wouldn't be so much fun to solve!

Help: Solving Specific Problems

Zak says he needs to draw a map. How can he do this?

- You will need a piece of paper and a writing implement.
- You can use the phone bill or you can rip a piece of wallpaper from his bedroom wall.
- There's a box of crayons in the cabinet under his kitchen sink.
- Try "Use yellow crayon on torn wallpaper".

How can I pick up the CashCard™?

- You will need something with which to reach it.
- There are two things in Zak's bedroom that you can use to reach it.

One is the phone bill.

The other is the torn wallpaper.

- Try "Use torn wallpaper with CashCard".

Who can I call on the phone?

- The Phone Company.
- To get the phone number, go into The Phone Company and read the pay phone.

Zak's phone is out of order. How can I repair it?

- You can't. It's out of order because Zak hasn't paid his phone bill.
- If you want to, you can pay the phone bill at The Phone Company.
- Give the representative the phone bill. Make sure you have your CashCard.

Is there any way to get out of paying the phone bill?

- Have Zak put on a disguise.
- The disguise consists of a pair of nose glasses and a hat.
- While disguised, if Zak hands the bill to the representative, he won't have to pay.
- While disguised, Zak can go behind the counter and use the computer terminal to clear his phone bill.

How do I use the answering machine?

- Turn it on.
- Check for messages from time to time.
- The phone must be working and hung up for messages to be recorded.
- Pay the phone bill!

What can I do with the loose floor boards?

- Try prying them up with something.
- Use some sort of sharp or heavy object to do it.
- Look in the tool kit.
- The tool kit can be purchased at Lou's Pawn Shop on 14th Avenue.

Now that I've got a hole, what do I do?

- Well, Zak could jump into it, if you feel daring.
- The only safe way to get in and out of the hole is by using the rope.
- You can find the rope inside the tool kit.

How do I turn on the TV?

- You need to use the remote control.
- Now where do most people misplace their remote controls?
- Try looking around the couch.
- Try lifting the cushion on the couch.

How do I use the remote control?

- Try “Use remote control”. As long as you are in range of the sensor, it should work.

The TV won't turn on when I use the remote control. Is something wrong?

- The TV needs power in order to work.
- Try picking up the cushion that's leaning against the wall.
- Try “Use power cord in power outlet”.

What does the switch above Zak's kitchen sink do?

- It turns on the garbage disposal.

What's the small key for?

- It opens Zak's mailbox.

Why doesn't Zak have a bathroom in his apartment?

- He does! It can't be seen because it's on the fourth wall.

How do I open the door to the Bakery?

- You can't. The Bakery is closed.

Do I need something from the baker?

- Yes.
- Try ringing the doorbell.
- Try it again.
- Be persistent, try it one more time.

How do I use the pay phone in The Phone Company?

- You can't use it to place a call since there's no spare change in the game.
- You can place a call to the pay phone.
- Try "Read pay phone" to find out what number to call.
- Try calling from the phone in Zak's bedroom.

What's behind the back door in The Phone Company?

- The Caponian Secret Room!

How can I get behind the counter?

- You have to convince the representative you're one of them.
- You can do this by wearing a disguise.
- You can buy the parts for your disguise in the Pawn Shop.
- You will need the nose glasses and the hat.

What can I do with the computer terminal?

- It keeps track of everyone's phone bills.
- You can clear your phone bill with it.
- Put on the disguise to get behind the counter.
- Make sure you have the phone bill.

What do I do with the application?

- Read it.
- Fill out the application with the yellow crayon.
- There is a box of crayons under the sink in Zak's kitchen.

How do I send in the application?

- Put it in the mailbox near the stairs to Zak's apartment.
- Use the small key to unlock the mailbox.
- You will find the small key on the wall near the door in Zak's kitchen.
- After a while, the mailman will pick it up.
- After another while, the mailman will deliver The King Fan Club membership card.
- The mailman is shy and won't appear while you are waiting near the mailbox.

How can I get on the bus?

- The bus driver has to open the door.
- The bus driver is asleep.
- Try waking him up with some noise.
- Use a heavy object on the bus to attract his attention.
- Or try playing the kazoo; "Use kazoo".

How do I buy something in Lou's Pawn Shop?

- Select the verb "Buy" and click on the item you want to purchase.
- You'll need your CashCard.

How do I sell something in Lou's Pawn Shop?

- Walk up to the Sell Window (the window on the left).
- Select the verb "Sell" and click on an item in your inventory.
- You'll need your CashCard.

What are the transparent gloves for?

- To protect hands.
- When Zak teleports to Mars, his hands will burst if they aren't protected.

What can I do with the tool kit?

- It's filled with several important items.
- Try opening it.

Can I buy the other wet suit, the other guitar, or the mixer?

- No, Lou doesn't want to sell those items.

What can I sell to Lou?

- Almost anything of value can be sold.
- Try selling Lou the bent butter knife!
- You can bend it by trying to open the loose boards or by digging the loose dirt.

How do I win the Lottery?

- There are two ways to win.
- One way is to be really lucky.
- The other is to know the winning number.
- There is a Lotto-predicting machine aboard the Caponian spaceship.

- Lou doesn't like people loitering around his shop—better wait outside for the lucky number to be selected.

How can I get into the Society for Ancient Wisdom?

- You have to deposit an artifact in the drop slot.
- The easiest artifact to obtain is the blue crystal.

What's an artifact?

- Any ancient object.
- The artifacts in this game are: a blue crystal, two yellow crystal shards, a white crystal, a glowing object, a candelabra, and a scroll.

Why is there no reaction when I put items into the drop slot?

- The items you're putting in the slot must not be artifacts.
- Find an artifact and drop it in.

Where can I find an artifact?

- Go to Seattle.

What happened to all the non-artifact items I put into the drop slot?

- They fell on the floor behind the door.
- Annie will have them when you meet her.

How do I get the bobby pin sign?

- It's attached by wires.
- Find something that will cut wires.
- There's a pair of wire cutters in the tool kit
- You can buy the tool kit in the Pawn Shop.

What is the bobby pin sign used for?

- Fixing the Sphinx's hairdo. (Just kidding.)
- How about picking locks?
- It's a very large bobby pin. You'll need to find a very big lock.
- Use it to pick the lock at the entrance to the Mars Pyramid.

How do I get into the Hair Salon?

- Read the sign.
- You can't unlock the door.
- There's nothing in there anyway. Honest! We already looked for you!

Where are the keys to open the Bakery, Society for Ancient Wisdom, and Hair Salon doors?

- There aren't any keys to these doors.
- The Bakery and Hair Salon doors never open.
- However, you can get someone else to open the door for you at the Society for Ancient Wisdom.
- You have to drop an artifact in the drop slot.

How do I use the reservations terminals in the airports?

- Try "Use reservations terminal".
- If you already have a ticket, it will be automatically cashed in when you use the terminal.
- You need a CashCard for the terminal to work.

I want to transfer money between Zak and Annie. How can I do that?

- Zak and Annie can exchange airplane tickets.

- If Zak needs money from Annie, have Annie buy a ticket and give it to Zak. Zak can then cash it in at a reservations terminal. His CashCard will be credited for the full price of the ticket.

How do I buy a newspaper from the airport newsstands?

- You can't. There is no spare change in the game.
- You can read the headlines without buying a paper.
- Try "Read newsstand".
- The headlines report events that have happened in the game.

What should I do with the devotee?

- He has something to sell you.
- Give him the CashCard and he'll leave you alone.

What should I do with the bum?

- Maybe he wants some money.
- His life has no meaning.
- Try giving him something to read that will enlighten him.
- Give him the book you bought from the devotee at the San Francisco airport.

When does the door to Miami open?

- It doesn't. Miami was hit by a devastating hurricane and tidal wave and they're busy cleaning up the mess.

Where's the meal the stewardess gave me?

- Check your inventory.
- She gave you a bag of peanuts.

Where's the cigarette lighter?

- In the airplane.
- It's under the front seat cushion.
- You'll need to distract the stewardess to get the seat cushion.

The stewardess gets angry when I open the bins. How can I get her off my back?

- You will have to distract her.
- She'll come to the bathroom when you press the call button.
- Give her something to keep her busy when she gets to the bathroom.
- Try making a mess in the bathroom.
- Plug up the sink with toilet paper and turn it on. That should keep her busy for a while.

How can I pick up the luggage in the bins?

- The luggage isn't yours; you don't need it.
- The only thing in the bins that you can pick up is the oxygen tank.

Where's the oxygen tank?

- In one of the bins in the airplane.
- It's in the last bin you look in.

How can I get the oxygen tank?

- You'll need a larger distraction.
- You'll need an egg.
- There's an egg in Zak's refrigerator.
- Eggs explode when microwaved.

- You will have to distract the stewardess by making a mess in the bathroom and then blow up the egg in the microwave oven. Be quick!

Is there a use for the airplane seat cushion?

- It's a flotation cushion.
- You'll need it if you find yourself in deep water!

How do I get to Mt. Rainier?

- You can't actually get to the mountain, just to the two-headed squirrel's hole.

How do I get past the two-headed squirrel?

- There are two ways to get past the squirrel.
- One is to feed it something.
- Try feeding it the peanuts.
- The other is to kill it (awww!).

Where's the light switch in the Mt. Rainier cave?

- There is no light switch.
- There is a fire pit.
- Try making a fire in the fire pit.

How do I light the fire in the pit?

- You will first need something to burn.
- You will need two items, kindling and fuel.
- There is an abandoned bird's nest near the ceiling of the cave that works great as kindling.
- There is a branch on the tree outside of the cave entrance.
- Put the nest and the branch into the fire pit.

- Then you can light it with the lighter.
- The lighter is under a cushion on the plane.

How can I reach the bird nest?

- It's out of your arm's reach.
- Use something long to get it down.
- Try the bread, branch, or golf club. Other items will work too.

The fire only stays lit for a short time.

What can I do about it?

- You forgot to put the wood in the pit.
- There is a branch on the tree outside of the cave entrance.
- If you need more kindling, you can use the squirrel's nest.
- But you'll have to kill the squirrel to get the nest.

What do I do with the strange markings on the wall?

- Try reading the markings.
- It's an unfinished drawing.
- Finish the drawing.
- Use the yellow crayon on the strange markings.
- There is a box of crayons located underneath the sink in the kitchen.

How do I get the blue crystal?

- You have to open its clamp.
- That sensor on the pedestal looks familiar.
- It's an infrared sensor.
- There's one just like it on Zak's TV.

- Use the remote control.

What do I use the blue crystal for?

- The first thing you should do with it is drop it in the drop slot at the Society for Ancient Wisdom in San Francisco, unless you have already met Annie.
- Zak will have to be trained to use it properly.
- If Zak uses it before he is trained, he will be rendered unconscious for about 20 seconds.
- The Guru will train Zak how to use it.
- The Guru is in Katmandu, Nepal.

Where is Annie's CashCard?

- It's hidden in her room.
- Look on the desk.
- Lift up the blotter.

How do I get past the ashram guard in Katmandu?

- He needs proof that you are a follower of Guru.
- The Guru wrote a book that's available at the San Francisco airport.
- Give the book to the guard.

The Guru is making a funny noise when I first see him. What is it?

- He is sniffing your Karma.

The Guru wants me to wait. Why?

- You must have done something to dirty your Karma.
- Killing animals will do it (Sushi or the two-headed squirrel).

- If you leave before you are Karmically clean, you will have to start waiting all over again next time you visit the Guru.

The Guru wants me to return with a crystal. Where can I find it?

- The crystal he is talking about is the blue crystal.
- You can find it in Seattle.

The Guru trained me. Now what can I do?

- The blue crystal allows Zak to mindlink with any animal, as long as it's close enough to him and on Earth.
- Use the blue crystal on an animal.
- Watch out! If you take too long, the Caponian will capture Zak!

What animals can Zak mindlink with?

- Zak can mindlink with the bird, the dolphin, the yak, the two-headed squirrel, and Sushi.
- The important animals are the bird and the dolphin.

How do I turn back into Zak when I'm mindlinked?

- Have you noticed the new verb in your menu?
- The verb "To Zak" is in the lower right corner.
- Click on that verb to change back to Zak.
- You must be close enough to Zak for this to work.

How can I pick up the flag pole without getting caught?

- You can try to hop on the yak before the policeman catches you.
- You can create a distraction to lure the policeman away.

How can I break out of jail!?

- You're in for a three-month stay if you can't find someone to help you out.
- Have Annie distract the policeman.

How can I distract the policeman?

- Maybe a little arson would work.
- There is a bale of hay to the right of the Guru's ashram.
- Use the lighter on the hay.

What is in the cabinet in the jail?

- That is where the policeman keeps the prisoner's belongings.
- You'll have to distract the policeman to open it.

Is there a way to read the Nepalese language?

- It depends on who you are.
- Zak can barely read English.
- Annie is familiar with many languages.

Should I worry about a purple slimy meteor?

- It depends.
- You shouldn't worry if you're playing *Zak McKracken*.
- Only worry if you are playing *Maniac Mansion*™.

How do I leave Nepal?

- You need some transportation.
- Have you ever ridden a yak before?
- Use your CashCard with the yak.

What's that roaring sound in the jungles?

- A wild animal.
- You won't ever see it.
- At least not in *this* game...

What does the African Shaman want from me?

- The Shaman likes to play golf.
- Give him a golf club.
- You can buy a golf club at the Pawn Shop.

The dance that the Shaman does is very strange, should I remember the whole thing?

- Not the whole thing. Just remember the part after the fire is lit.

What is the dance for?

- As the Shaman says, "It unlocks the door to the head."
- He's actually talking about the door to the mile-long Face on Mars.
- The dancers will show the combination by the order in which they squat.

I wasn't paying attention during the dance. Can I see it again?

- Sure, try paying for it.
- It will cost you \$1000.

The Shaman says to return with the yellow crystal. Where is it?

- It has been broken into two shards.
- Annie will give Zak the first shard.

- The second shard is at the center of the Mayan Temple.
- The two shards must be fused together before the Shaman can train Zak how to use it.
- This must happen in a place of power.
- Stonehenge is a good place to try.

How can I map the Mayan maze in Mexico?

- There are two torches in each corridor.
- Try lighting various combinations of torches.
- The seat cushion can be used to extinguish a lit torch.
- There are three different corridor lengths.
- There are four corridors of each length.
- One corridor of each length has a statue in it.

What's the fastest way through the Mayan maze?

- See the Mayan Maze Map on page 50.

How do I get the yellow shard out of the Mayan statue?

- You will need to use the yellow crayon to draw a design on the statue's strange markings.
- The design you need to draw can be read on the giant Mayan statue in the Great Chamber on Mars.

How can I get to the huge stone carving in Peru?

- It's too far to walk there.
- Zak could fly there, if he had wings.
- Birds have wings.
- Birds are animals, and Zak can mindlink with animals if he's trained.

- The bird is too far away for a mindlink.
- The bird feeder could be used to lure the bird.
- You will have to put some bread crumbs into the feeder.
- As the bird, fly up to the stone carving.
- The bird can pick up the scroll, but not the candelabra.
- While still mindlinked with the bird, give the scroll to Zak.
- Then click on “To Zak”.

Where can I find some dry bread crumbs?

- You will have to make them.
- You can get some very stale bread from the baker.
- You can grind it up in Zak’s garbage disposal.
- You will have to remove the pipe to get the crumbs out.
- Use the monkey wrench to remove the pipe.
- Make sure you don’t turn on the water!

How can I avoid being caught by the Caponian while mindlinking?

- You have about a minute and a half from the time you last used the blue crystal until he shows up.
- Return control to Zak and have him leave the scene before that time is up.

Who can read the scroll?

- Annie is the only one that can read the scroll.

low can I get past the sentry at Stonehenge?

- No man can get by this sentry.
- The sentry wants something to warm him up.
- Whiskey is good on a cold night.
- The bum in the Miami airport will give up his whiskey under the right circumstances.
- Have Annie give the whiskey to the sentry.

turned off the electric fence. How do I open the gate?

- You can't open the gate. It's locked.
- You'll have to find a way through the fence.
- Make an opening in the fence.
- Use the wire cutters to cut a hole in it.

What can I do once I reach the stones at Stonehenge?

- Stonehenge is a place of power.
- This is the only place where the crystal shards can be fused together to make the yellow crystal.

Here is the recipe:

Place two yellow shards on an altar stone.

Add a bolt of lightning.

Words of power must be spoken to attract the lightning.

The scroll with words of power can be found in one of the eye caves in Peru.

Only Annie can read the scroll.

You will need a lightning rod to attract the lightning.

- A metal flag pole will do just fine.
- Use the flag pole with the altar stone.

I have the yellow crystal. What can I do with it?

- You must be trained how to use it.
- Go see the Shaman in Kinshasa, Zaire.
- After you've seen the dance, give him the yellow crystal so he knows you've got it. He'll return it to you!
- Zak or Annie will need to draw a map before Zak can teleport using the yellow crystal.
- Use the yellow crayon on a piece of paper.

What are the platforms for?

- The platforms are for teleporting.
- You can only teleport to a platform.
- You need the yellow crystal to teleport.
- You must be trained how to use it by the Shaman.

Why can't Zak teleport to certain places?

- There are two places on the map that Zak can't teleport to:

The platform in Atlantis was destroyed when Atlantis sank.

The platform in the Mars Pyramid was installed by contractors from the Lesser Magellanic Cloud and was defective from day one.

What am I supposed to do with the strange markings on the leg of the Sphinx?

- Use the yellow crayon on the strange markings.
- You can make some really nice designs.

- Only one design will open the secret door to the Sphinx Maze.
- The design is located in the Map Room inside the Face on Mars.
- To find the Map Room, go through the maze behind the first of the massive doors in the Great Chamber.
- See the Face Maze Map on page 48.

What is the shortest path through the Sphinx Maze?

- Follow the sun.
- Walk through each door with a sun symbol above it, and then the one with the kindly eyes.
- See the Sphinx Maze Map on page 49.

What am I looking for in the Sphinx Maze?

- A secret chamber, containing ancient wisdom.
- There are three buttons in this chamber that must be pressed in a certain order.
- When you have pressed them in the proper order, a giant door will open, revealing a large mural.
- The mural includes information about the white crystal and symbols that Zak or Annie must draw on a piece of paper (or on the map) so Zak can teleport to Mars.
- Don't miss the strange markings in the upper right corner. It shows the design Zak needs to draw when he teleports to the Three Door Room in the Mars Face.

What is the proper sequence for the buttons in the Sphinx Secret Chamber?

- It's clearly written on the wall.
- Unfortunately, it's written in an ancient, obscure form of hieroglyphics.
- There's only one person on the entire planet who can read these

hieroglyphics.

- It's not Zak.
- Have Annie read the hieroglyphics.

How do I make a copy of the mural in the Sphinx Secret Chamber?

- Try using the yellow crayon on the map you made from your dream.
- Oh, you don't have a map? Then use the yellow crayon on either the phone bill or the torn wallpaper to create the map from your dream.
- The person who makes this new map must first see the mural.

Can I kill the beast without it killing me?

- No. Once the beast is awakened, you're in serious trouble.
- The third time someone enters the beast's lair, the beast awakens.

Is there any use for the Earth King's Chamber (sarcophagus room)?

- There is a secret door in that room that can only be opened from the other side.
- You will need to teleport into the secret room, and pull the lever on the left wall to open the secret passage.

I have a ticket to the Bermuda Triangle, but the plane's not here. Will it show up if I wait long enough?

- It won't show up if someone else is on it.
- It won't show up until Zak is trained by the Guru.

What can I do on the biplane?

- Enjoy the scenery.
- Jump out.

- The pilot gave you a parachute.
- Try using the parachute.

How can I make Annie jump out of the biplane?

- Annie won't do it.
- Neither would I!

What should I do after the pilot enters the combination?

- You could get back on the biplane, if you're quick.
- You can stay to the right of the red line. When the biplane teleports away, you will stay on the ship.
- You can cross to the left of the red line. If you aren't on the biplane, you will be dropped into the Earth's atmosphere.

How can I escape from the Caponian spaceship?

- Enter the code that the pilot enters. Then walk to the left of the red line.
- Or, push the button next to the door.
- Give something to The King to make him happy.
- Try giving him the fan club card.
- Or give him the guitar.

When I use the code that the pilot showed me to leave the Caponian spaceship, I always fall into the ocean and drown.

- Try using the parachute before you hit the water.
- There is no way to avoid the ocean once you teleport using the sequence that the pilot showed you.

Now that I am in the middle on the ocean, what do I do?

- You can swim back and forth.
- You can watch the shark swim back and forth.
- You can use the teleport crystal to escape.
- You can ask the shark for help.
- Use the kazoo.
- You can mindlink with the dolphin and wait for a Caponian to capture you.

What should I do about that shark?

- You can hope it doesn't eat you.
- Maybe it isn't a shark.
- Try attracting it to find out.
- Maybe it likes music.
- Try using the kazoo.
- Once it arrives, use the mindlink crystal on the dolphin.
- You'll need the flotation cushion.

How can I swim underwater?

- Zak won't be able to hold his breath long enough. He'll need some help.
- If Zak is wearing an airtight suit and an oxygen supply, he'll be able to swim beneath the surface but he can't swim deep enough.
- The dolphin can hold its breath underwater longer than Zak.
- Zak will have to mindlink with the dolphin to explore Atlantis.

What's underwater in the Bermuda Triangle?

- There's a broken teleport platform.
- There's a piece of the Device.
- Try pulling aside the sea weed on the far right side of the screen.

How can I get out of the detention chamber in the Caponian Secret Room?

- You can wait until your mind is "bent."
- You can put on a disguise while in the chamber.
- Another character could rescue you.

Now that my mind is bent, what can I do?

- If you have the Switch verb, you could switch to another character.
- You could be patient and wait until your mind comes back.
- Every time you get captured, it will take longer for your mind to return.

How can I retrieve my artifacts after they were taken by the Caponian?

- The Caponian put them in the cabinet in the Caponian secret room.
- You'll have to sneak in there and grab them.

Is there a safe way into the Caponian Secret Room?

- There are three safe ways into the secret room.
- You can put on a disguise and walk past the representative in The Phone Company.
- You can call the pay phone from Zak's bedroom to distract the representative, then sneak behind the counter.

- You can remove the loose boards from Zak's bedroom floor, attach a rope to his door, and climb down.

Do I need to use the machine in the Caponian Secret Room?

- Using the machine makes you less intelligent.
- Only use it if you want to alert the representative that you're in the room.

What can I do after launching the Shuttle Bug?

- The Shuttle Bug is on its way back to Earth.
- It takes two months to return to Earth.
- The characters in the Shuttle Bug are out of the game.
- Don't bother leaving your computer on for two months!

How do I find out how much oxygen I have left?

- "Read helmet" for the coeds, "Read oxygen tank" for Zak.

I'm out of oxygen on Mars. Can I refill my tank?

- There is an oxygen valve inside the Shuttle Bug.
- Try "Use oxygen valve".

What do I do with the monolith?

- Hum *Also sprach Zarathustra* and throw a bone in the air.
- Use a CashCard to buy tokens for the tram.
- Make sure you buy at least two tokens for a round trip.

How can I fix the hostel air lock?

- The fuse is blown.
- The blown fuse is covered by a metal plate.

- The metal plate is inside the air lock.
- The metal plate is screwed shut.
- The coeds can find something to use as a screwdriver.
- Try a token from the monolith.
- There is a fuse in the Shuttle Bug that will replace the burnt fuse.

I depressurized the Hostel. Did I kill the broom alien?

- Just close the doors and the Hostel will pressurize again.
- The broom alien was hibernating.
- It doesn't need much oxygen.

How do I pick up the broom alien?

- Melissa is too scared to pick it up.
- Leslie will do it.

How can I get the gas can out of the locker?

- The gas can won't come out of the locker.
- Do you see any chain saws around here anyway?

How can I make the tram work?

- Something seems to be blocking its energy source.
- The energy source is solar.
- Try removing the sand dune to the right of the tram.
- Use the broom alien to sweep away the sand.
- Use a token in the tram. You have 15 seconds to get all passengers onto the tram before it leaves.

How do I reach the top buttons on the huge Face Door?

- You need to stand on something.
- A ladder would come in real handy.
- There happens to be a ladder inside the hostel.
- Try "Use ladder on door".

What is the combination to the huge Face Door?

- The combination will "unlock the door to the head."
- You can get the combination from the Shaman in Kinshasa, Zaire.
- Watch the dance very closely.
- The combination is in the last part of the dance, after the fire starts.
- The dancers show the combination by the order in which they squat.

How do I open the three massive doors inside the Great Chamber?

- The crystal sphere on the pedestal is the key.
- You will have to use the ladder to reach the sphere. Try "Use ladder on pedestal".
- Then try "Push crystal sphere".

How do I open the Center Chamber Door without a crystal sphere?

- Sound is the key.
- Try using the boom box.
- Record the sound of one of the spheres when a Chamber Door opens or closes.
- Use the Digital Audio Tape in the boom box.

- You will first have to enable recording by covering up the write-protect notch on the tape.
- Use the vinyl tape that was on the hostel locker. Try “Use vinyl tape or Digital Audio Tape”.

What’s the best way through the Face Maze on Mars?

- Use the flashlight to find your way around.
- The flashlight’s in one of the lockers in the hostel.
- The doors are color-coded and pattern-coded.
- See the Face Maze Map on page 48.

How do I get past the force field in the room with the two keys?

- You need to deactivate it first.
- The panel on the wall next to the field will deactivate it.
- Read the panel.
- There is a key in the shape of an ankh that fits into the panel.
- You can find the ankh key in a room behind the center massive door.

How do I turn off the holographic projector?

- It will stay on and repeat its message as long as you remain in the room.
- So, leave the room!

How can I pick up the large key without it crumbling to dust?

- You can’t.
- You’ll have to find another way to open the lock it was designed for.

- That lock is at the entrance of the Mars Pyramid.

What do I do with the golden key?

- You will need it to open a small box in a secret room in the Mars Pyramid.

What is the significance of the Map Room in the Face?

- This is the map that Zak saw in his dream.
- It's a 50,000 year old map that shows the locations of all the Earth teleport platforms.
- To the right of the map is the design to draw on the leg of the Sphinx to gain entry.

What is the machine with the large red knobs?

- The machine is a thermoatmospheric generator.
- The left knob raises the temperature of the Face.
- The right knob fills the Face with an Earth-like atmosphere.
- If you turn it on, Zak and the coeds can walk around the Face with their helmets off.

Melissa won't go in the room with the large red knobs. What can I do?

- Send Leslie in.

How can Zak get to Mars?

- He must be trained to use the yellow crystal by the Shaman.
- He needs to add some images to his map after seeing the mural on the wall of the Sphinx Secret Chamber. Annie can make the drawing too.
- He can now teleport to Mars using the yellow crystal.

What can I do to prevent Zak from suffocating on Mars?

- Anybody exposed to the Martian atmosphere will need a space suit.

Where can I find a space suit for Zak?

- You'll have to build one yourself.
- Zak will need an oxygen supply and a suit which will keep his body pressurized in Mars' very low atmosphere.
- The oxygen supply can be stolen from any airplane (except the biplane).
- The too-tight wet suit will keep Zak's blood from boiling away.
- Sushi's fish bowl can be used as a helmet (you'll have to remove Sushi first).
- The duct tape will seal the helmet to the wet suit.

If Zak needs to use the fish bowl, what do I do with Sushi?

- You could try putting Sushi somewhere else.
- Sushi could make good plant food (awww!).
- Try pouring Sushi in to the sink, but don't turn on the switch!
- Sushi can also be poured into the lamp in Zak's bedroom, but don't turn it on!

When Zak first teleports to Mars, how does he open the three doors?

- He must draw a design on the center door using the yellow crayon.
- The design is located in the Sphinx Secret Chamber.

Which of the three doors would be the best one to go through?

- Go through the center door.

- Walk all the way to the right end of the corridor and go through the end door. Then go all the way to the left of the corridor and go through the end door.
- See the Face Maze Map on page 48.

Is there a key to the Mars Pyramid?

- The large key that crumbled into dust was supposed to be used in this door.
- You can try to use something else.
- The object that will open the door is on Earth.
- Zak probably has something that he can use to pick the lock.
- The large bobby pin sign on 14th Avenue can be used to pick this lock.

How do I light the torch in the Mars King's Chamber (sarcophagus room)?

- You can't. There's not enough oxygen on Mars to sustain fire.

I'm in the Mars King's Chamber. Now what?

- There is a secret stairway in the back of the room.
- Find something to push to open the secret door.
- Push the feet of the sarcophagus.
- The door will only stay open while the feet are being pushed.
- One character will have to stay downstairs pushing the feet.

How do I get the white crystal?

- After entering the room with the white crystal, the character pushing the feet of the sarcophagus must step aside to close the trap door.
- Then you have to turn off the containment device.
- Use the gold key in the small box on the right.

- You will need more than one character to complete this puzzle.
- Have one character press the button in the small box.
- Have the other character positioned to pick up the crystal.
- If you can't switch fast enough to the character in front of the crystal, try using the function keys to switch.

How do i build the Device?

- You need five items.
- The Device is built in a chamber inside the Earth Pyramid.
- At first, the only way into this chamber is for Zak to teleport there.
- The items are: the glowing object, candelabra, blue crystal, yellow crystal, and white crystal.
- The glowing object goes on first, then the candelabra, then the crystals.

How do I turn on the Device?

- It requires two characters.
- Zak must let Annie into the chamber by opening the trap door.
- Have Zak push one switch, and Annie push the other.
- Zak must teleport to the Device room and pull the lever to let Annie inside.

List of Objects

Object	Where Found	Where or How Used
bus	13th Avenue	transportation to SFO airport
fan club card	13th Avenue	in mailbox — give to The King to befriend him
mailbox	13th Avenue	mail application, get fan club card
stale bread	13th Avenue	use to reach things, kill squirrel, dig hole, grind into bread crumbs to attract bird
bobby pin sign	14th Avenue	use to reach things, unlock Mars Pyramid Door
drop slot	14th Avenue	insert artifact to meet Annie
fuse box	air lock	under metal plate, replace burnt fuse
call button	airplane	call stewardess to bathroom
flotation seat	airplane	stay afloat while in ocean
lighter	airplane	under flotation seat — light cave fire, light wall torches, use as flashlight
peanuts	airplane	to get past two-headed squirrel
sink	airplane	clog up to create distraction
toilet	airplane	the usual
toilet paper	airplane	clog up airplane sink
oxygen tank	airplane bin	component of Zak's space suit
newsstand	airports	read for latest headlines
reservations terminal	airports	purchase airplane ticket
ankh	ankh chamber	insert in Projection Room panel to turn off force field
glowing object	Atlantean ruins	part of the Device
parachute	biplane	jump out of biplane, protect Zak while falling from Caponian spaceship
cabinet	Caponian secret room	confiscated artifacts and disguise are stored here
detention chamber	Caponian secret room	temporary prison while being mindbent

Object	Where Found	Where or How Used
color squares	Caponian spaceship	enter correct combination to leave ship
Lott-O-Dictor	Caponian spaceship	find out tomorrow's winning Lotto number
scroll	eye cave (left)	Annie reads to fuse yellow crystal
candelabra map	eye cave (right) Face map room	part of the Device map of ancient Earth showing teleport platforms
strange markings strange markings	Face map room Great Chamber	design for Sphinx leg on right statue — use design to release crystal shard in Mayan Crystal Chamber
broom alien	hostel	sweep sand off solar panels, sweep sand from Mars Pyramid Door
can of gas	hostel	in left locker — can't be removed
flashlight	hostel	in right locker — to see in Face Maze and Mars Pyramid
ladder	hostel	reach buttons on Face Door, reach crystal spheres in Great Chamber
vinyl tape	hostel	enable recording on Digital Audio Tape
cabinet	jail	open to recover confiscated items
key ring	Katmandu jail	unlock jail cell
flag pole	Katmandu street	lightning rod for fusing yellow crystal
hay	Katmandu street	set on fire to distract policeman
yak	Katmandu street	transportation to KAT airport
white crystal	Mars crystal chamber	part of the Device
sand pile	Mars pyramid door	remove to reveal keyhole
monolith	Martian desert	insert CashCard to purchase tram token
Shuttle Bug	Martian desert	coeds' spaceship

Object	Where Found	Where or How Used
solar panels	Martian desert	must be swept clean to power tram
tokens	Martian desert	from monolith — unscrew air lock panel, fare for tram
tram	Martian desert	transportation to Mars Pyramid
crystal shard 2	Mayan crystal chamber	fuse with other shard to create yellow teleport crystal
strange markings	Mayan crystal chamber	draw design from Great Chamber to release crystal shard 2
whiskey	MIA airport	Annie gives to Stonehenge sentry to get by him
golf club	pawn shop	give to Shaman so he'll show you secret dance
guitar	pawn shop	give to The King to befriend him
hat	pawn shop	part of disguise
Lotto ticket	pawn shop	try to win money
nose glasses	pawn shop	part of disguise
tool kit	pawn shop	contains monkey wrench, wire cutters, duct tape, and rope
wet suit	pawn shop	component of Zak's space suit
gold key	projection room	open small box in Mars Crystal Chamber
large key	projection room	for Mars Pyramid Door, will crumble to dust when touched
panel	projection room	use with ankh to turn off force field
bird nest	Rainier cave	kindling for fire
fire pit	Rainier cave	build fire here for light
squirrel nest	Rainier cave	kindling for fire
strange markings	Rainier cave	complete drawing with yellow crayon to gain entrance to Rainier Crystal Chamber
blue crystal	Rainier crystal chamber	mindlink with animals, part of the Device
sensor	Rainier crystal chamber	senses infrared light
loose dirt	Rainier foothill	remove to reveal cave entrance
tree branch	Rainier foothill	digging tool, reaching tool, fuel for fire

Object	Where Found	Where or How Used
book	SFO airport	give to bum to get whiskey, give to ashram guard to gain entrance
boom box	Shuttle Bug	record opening/closing of chamber door, play back to open center chamber door
Digital Audio Tape	Shuttle Bug	record opening/closing of chamber door, play back to open center chamber door
fuse	Shuttle Bug	in glove compartment — repair Hostel air lock
Leslie's CashCard	Shuttle Bug	in glove compartment — Leslie uses it for expenses
Melissa's CashCard	Shuttle Bug	in glove compartment — Melissa uses it for expenses
oxygen valve	Shuttle Bug	use to fill coeds' helmets, Zak's oxygen tank
Annie's CashCard	Society	under blotter — Annie uses it for expenses
crystal shard 1	Society	fuse with other shard to create yellow teleport crystal
strange markings	Sphinx leg	draw design from Face Map Room to gain entrance
strange markings yellow crystal	Sphinx secret chamber Stonehenge	design for Three Door Room use to teleport, part of the Device
application	The Phone Company	fill out and mail to get fan club card
computer terminal	The Phone Company	clear up phone bill
pay phone	The Phone Company	read for phone number, call to distract representative
strange markings	Three Door Room	draw design from Sphinx Secret Chamber to gain entrance to Face Maze
duct tape	tool kit	create airtight seal between fish bowl helmet and wet suit
monkey wrench	tool kit	remove pipe beneath Zak's kitchen sink to get bread crumbs
rope	tool kit	climb down into Caponian Secret Room

Object	Where Found	Where or How Used
wire cutters	tool kit	remove bobby pin sign, cut hole in Stonehenge fence
answer machine	Zak's bedroom	get interesting messages
bedroom lamp	Zak's bedroom	home for Sushi
fish bowl	Zak's bedroom	can be used as space helmet
loose boards	Zak's bedroom	entrance to Caponian Secret Room
telephone	Zak's bedroom	distract representative
torn wallpaper	Zak's bedroom	can draw map on it
Zak's CashCard	Zak's bedroom	Zak uses it for expenses
kazoo	Zak's desk drawer	use to wake bus driver, call dolphin
phone bill	Zak's dresser drawer	can draw map on it, or pay it to restore phone service
butter knife	Zak's kitchen	sell to pawnbroker, dig loose dirt, wake bus driver
egg	Zak's kitchen	in refrigerator — explode in airplane microwave to distract stewardess
mailbox key	Zak's kitchen	open mailbox
refrigerator	Zak's kitchen	contains egg
sink	Zak's kitchen	insert stale bread
sink pipe	Zak's kitchen	remove for bread crumbs
power outlet	Zak's living room	plug power cord here
remote control	Zak's living room	under couch cushion — turn on/off TV, release blue crystal
TV power cord	Zak's living room	behind couch cushion on floor — plug in power outlet to power TV
bread crumbs	Zak's sink cabinet	grind up stale bread in garbage disposal, place on bird feeder to attract bird
yellow crayon	Zak's sink cabinet	draw map, complete cave drawing, draw designs on strange markings

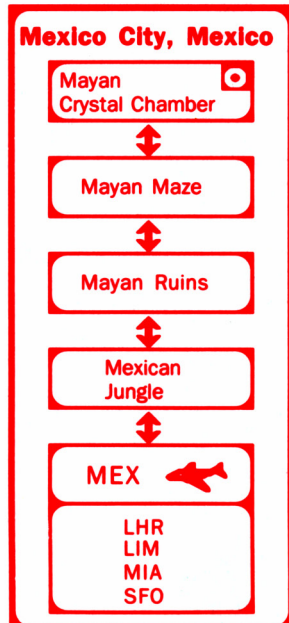
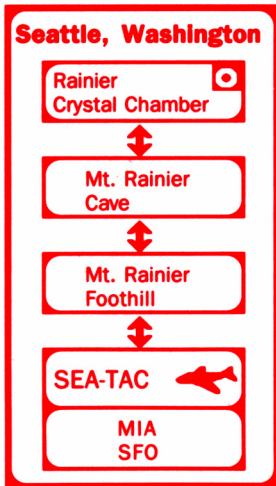
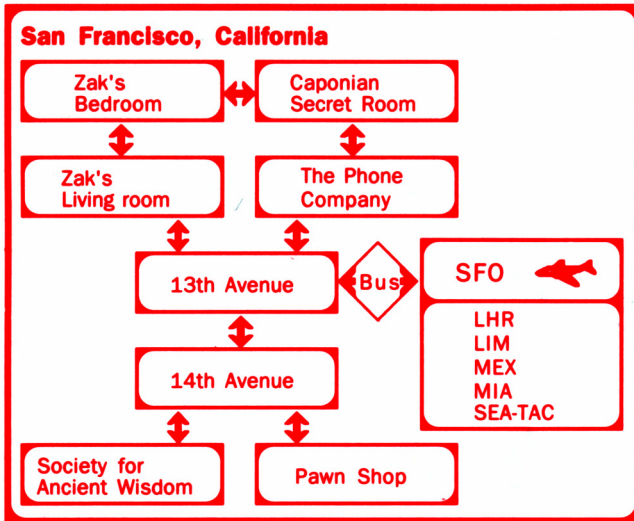
Travel Guide: Airline Route Map

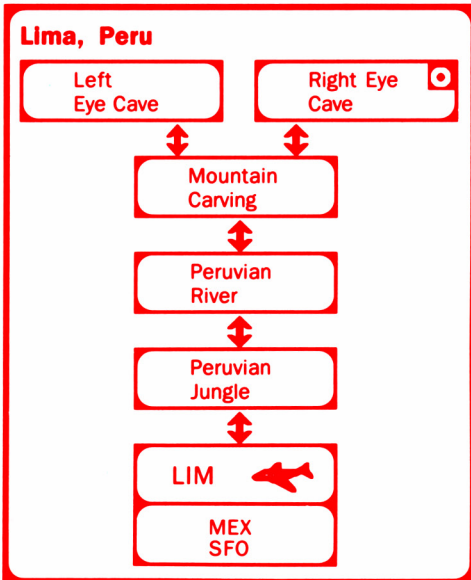
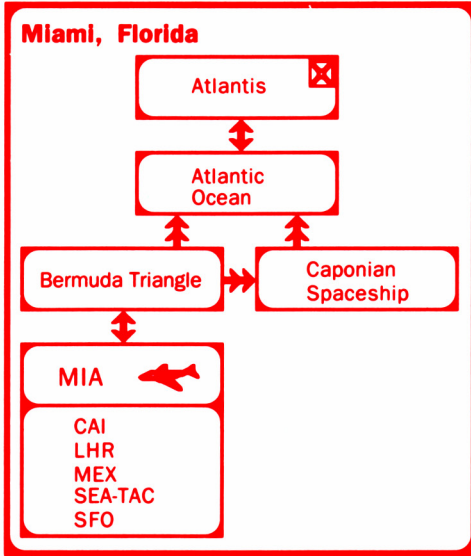


Fare Table

	CAI	FIH	KTM	LHR	LIM	MEX	MIA	SEA	SFO	BER▲
CAI	•	644	1033	795	•	•	1316	•	•	•
FIH	644	•	1399	•	•	•	•	•	•	•
KTM	1033	1399	•	1589	•	•	•	•	•	•
LHR	795	•	1589	•	•	779	511	•	808	•
LIM	•	•	•	•	•	691	•	•	937	•
MEX	•	•	•	779	691	•	271	•	295	•
MIA	1316	•	•	511	•	271	•	407	305	99
SEA	•	•	•	•	•	•	407	•	260	•
SFO	•	•	•	808	937	295	305	260	•	•
BER▲	•	•	•	•	•	•	99	•	•	•

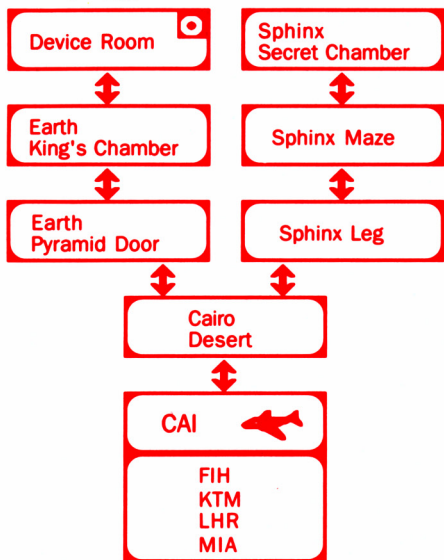
Maps: Places



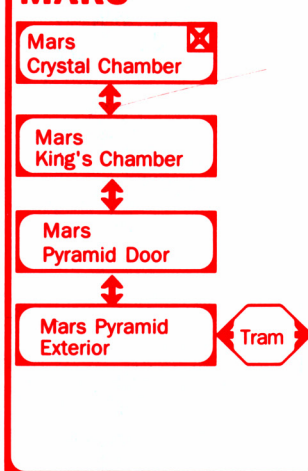


Places

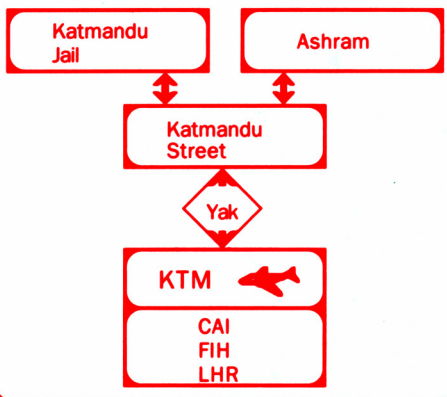
Cairo, Egypt

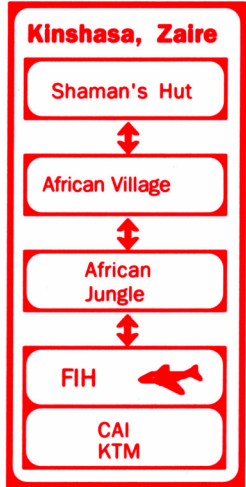
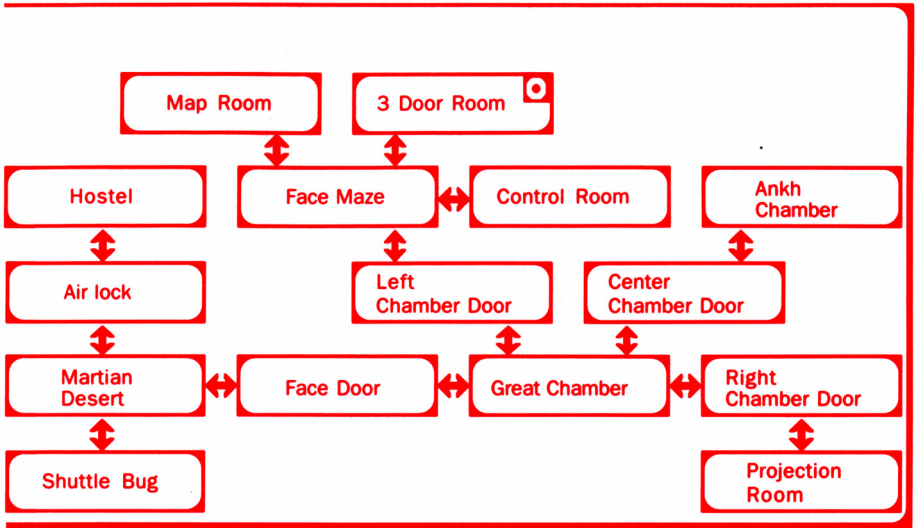


MARS

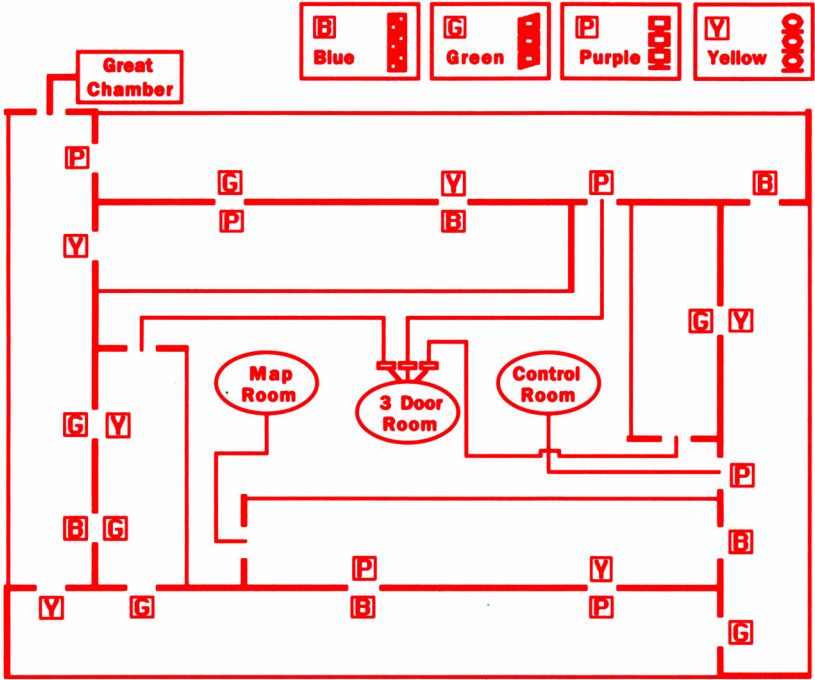


Katmandu, Nepal

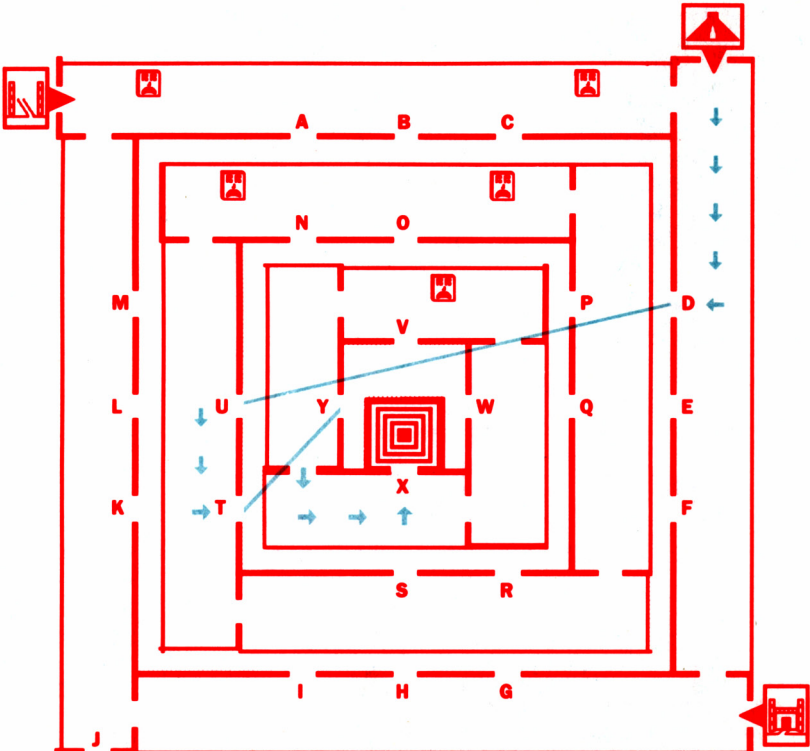




Face Maze



Mayan Maze



TUNNEL CONNECTIONS

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y
G	R	I	U	L	K	A	N	C	V	F	E	Q	H	S	W	M	B	O	Y	D	J	P	☐	T

Zak's Notebook

A Guided Tour Of *Zak McCracken* and *The Alien Mindbenders*

Zak is a game rich in things to do and places to visit. The game has many, many interesting puzzles to solve. So many that we suspect that without help it will take you over 50 hours to solve the game. If you want to enjoy Zak but feel you might need some help, then this tour is for you. It will lead you through from beginning to end, *showing you one of the many paths to victory*. It doesn't always tell you everything, so you'll need to do some thinking. And it doesn't tell you all the things that you can do or might want to try. So don't be afraid to save the game at any point and do some exploring on your own. *But if you do stray from the path, you may find you don't have enough money or the right objects to finish the game. If that happens, just go back to an earlier saved game and continue the tour.*

OK. Start it up. Good luck, and have fun!

I hate my job.

My name is Zak McCracken. Well, actually, it's Francis Zachary McCracken. Junior. But you can call me Zak. Go right ahead; everybody else does.

I'm a journalist. Well, I'm an investigative reporter. OK, if the truth be known, I work for a sleazy two-bit slime bucket of a newspaper called *The National Inquisitor*. I'm the guy that writes those idiotic headlines you sneer at when you're standing on line at the supermarket. I'm the guy that writes the captions for those Artist's Conceptions of Genuine UFOs Sighted in You-Name-It, Nova Scotia. I'm also the guy that gives you the in-depth, tells-all, no-holds-barred interviews with two-headed squirrels.

That, by the way, is my latest assignment: interviewing some antisocial, probably rabid, two-headed squirrel reputed to be residing in a cave near Mount Rainier. To add insult to injury, my boss (I call him Fathead; but not to his face) wants a retrospective on the first modern UFO sighting, which just happens to have occurred 50 years ago in the same general vicinity as the aforementioned two-headed squirrel.

Terrific. If it's a good day, I'll only be homicidally assaulted by a rodent AND fall off a mountain. Did you know I'm psychic? Wait, let me concentrate... yes, I see it now... I see the Pulitzer Prize... gently receding into the distance...

Fathead gives me a one-way ticket to Seattle. This is his way of gently hinting that, if I don't get the stories, I might as well not come back. I have not come back from a lot of places in my career, but he always manages to track me down.

So, I take myself home to my tastefully appointed one bedroom, lousy view apartment for a light snack and a good night's sleep. It's going to be a L-O-N-G day tomorrow. Maybe this time I won't have that wacko dream.

No such luck. Long shot of Earth, circled by a glowing yellow energy field. Pan left as the screen fills with a shot of Mars. (Maybe I should've gone into screenwriting?) Now the cuts to that huge Face on Mars staring up into space, and the map in the Face. The big blue guy, and the six-foot ankh. So far, so good. Same old dream.

Whoa! Tonight we get the finale! I think she wants to meet me, "Hi, my name is Zachary..." Hey! Where'd she go? Story of my life. Meet a nice lady, and some bizarre contraption butts in and ruins the whole thing.

NOW what? A pair of nose glasses and a ten-gallon hat? Not BAD! Fathead would love it! Hey, this is *my* dream! I want to wake up now! Wake up! WAKE UP!

Whew. Even for a tabloid hack, I've got some imagination. How about, "Artist's Conception of Prehistoric Earth, story on page 84"? Now, about that map. First order of business, something to write on. Matchbook cover? Cocktail napkin? Ah, a scrap of wallpaper, just the thing to make my reputation with the guys in the layout department. Next, something to write with... with which to write... whatever.

Rummage in the desk; just my kazoo. Maybe that squirrel's a music lover. I'll take the kazoo anyway. Try the sock drawer in the dresser; an overdue phone bill. This is not my morning. Well, I'd better do something about it. If The Phone Company cuts me off again, Mom'll call in the National Guard when she can't get through. Turn on the answering machine, so Mom can fill up the tape, close those open drawers and... CashCard... CashCard... ah, under the desk, where I always leave it.

OK, so I'm not manually dextrous. I still have a winning personality. Use the phone bill to scoop up the CashCard, and on to... whoops! I trip on the corner of my rug! That reminds me, I should fix those loose

boards under there sometime or I might fall into who-knows-where!

Let's try this again, on to my immaculate living room. No loose change under the couch cushion, but at least I found the remote control.

Replace the other cushion... well, this may explain why the TV wasn't working (NOTE: write a letter of apology to the cable company). Plug 'er in, rev up the ol' remote control, and it's time for my morning dose of Lori Amore and the News... *Wait!* There's the woman from my dream! This may not be such a bad day, after all. I've gotta meet her! Maybe I'll drop by and introduce myself, after I've taken care of the Seattle business. Into the kitchen for some breakfast... I empty the refrigerator of its contents — a single uncooked egg. Well, I wasn't really hungry, anyway. In the cabinet, a box a crayons. Jot down the map while I still remember it... layout is going to be furious with me. Now, out to the street to face a new day.

Maybe I can pick up a croissant or something at the bakery. Persistence finally wins me: one stale loaf of bread, suitable for pounding nails. Like I said, I wasn't hungry anyway.

Now, to pay the phone bill. Hmm. Something familiar about this representative. Big nose, glasses, ten gallon hat. Do you think? Naw. Well, he doesn't look too clever; I'll just hang on to this bill for a while.

Now, for Seattle. Seems like a shame to wake up that bus driver. Zachary McKracken, this would be a good time to check out that Annie person's place on 14th Avenue. Ah, here it is, "The Society for Ancient Wisdom."

A drop slot, just as promised. Is a kazoo an artifact? Probably not. Maybe Lou's got a little something that would fit the bill.

Lou's a little short on artifacts this morning, but there's plenty of other stuff here that could come in handy. A top investigative reporter has to be prepared. Guitar, wet suit, golf club, tool kit crammed with useful items... shabby hat and a pair of nose glasses. Have I got a terrific idea!

Back to The Phone Company, nattily attired in nose glasses and hat. I could almost be the rep's twin brother! Does he object to a little free-lance keyboarding? Nope... and that takes care of my phone bill. I've always wondered what was behind that door behind the counter... and now I know. I don't know why Fathead sends me out of town; there're plenty of weird stories right here under my very own nose glasses!

Speaking of out of town, I'd better get going before somebody else gets an exclusive on that squirrel. The bus driver is still snoozing... a couple of sharp raps on the door with this nutritious loaf of bread and

he's out of dreamland. My nifty disguise doesn't seem to impress this guy, though, so I pay the fare with my CashCard, and presto I'm at the airport.

Maybe if I buy this devotee's book, he'll leave me alone. \$42 for a book? Well, now I've got something to read on the plane. I already have the ticket that Fathead gave me, so I head for the gate to the planes. I hope it's a breakfast flight.

Geek, what's bugging the stewardess? Ever since the airlines merged into one mega-airliner, all their employees seem to have an attitude problem. Peanuts? I don't even *like* peanuts! This is *not* my idea of a hearty breakfast. Maybe there's a bag lunch in one of these bins.

She's awfully quick on her feet, isn't she? This stewardess needs a little something to keep her occupied while I snoop around. Back to the bathroom for the old stuff-the-toilet-paper-in-the-sink-and-flood-the-place ploy. Ring the bell, and hotfoot it forward while she's mopping up. That cushion she used in the demonstration should be straightened. Ah, somebody lost a lighter. I'll just hang onto it until I find the rightful owner. Open a few more bins and... here she comes again. Zak McKracken never says "no" to a challenge. I'll have to do something to distract her for a longer time. I know! I'll use the old blow-up-the-egg-in-the-microwave trick. First the bathroom-sink-flood routine, then race to the microwave oven. Whew! What a smell! Offhand, I'd guess she is NOT enjoying this flight.

Naturally, in the very last bin I check I hit pay dirt. Oxygen tanks are not edible, of course, but I'll take it anyway (I also have a fine collection of motel towels and ashtrays at the office). Finally I exit the plane.*

There's a newsstand in the lobby and I read the headlines as I walk by. I leave the airport and find myself at the foot of Mount Rainier. Ah! The two-headed squirrel! A few classic Zak McKracken penetrating questions, and I'll be on my way home.

This is one hostile squirrel! I suppose I could whomp him with this tree branch I grab, but that might limit the interview possibilities... we'll try the friendly approach, "NICE squirrel, GOOD squirrel... Squirrel want some peanuts? Squirrel want some peanuts?"

Yes, squirrel wants some peanuts. And squirrel does not want to talk to Zak McKracken. When Fathead told me he wanted me to dig up some dirt, I never dreamed he wanted me to dig up some *dirt!* The right tool for the right job, that's my motto; I knew this golf club would

*Once on the plane you can exit at any time by pressing the cut-scene override key. See your manual.

come in handy. Look at the size of my divot!

Oh, great. A pitch-dark cave. I am NOT having a good day. I feel around using the “What is” verb to find out what’s in here. Knock down that bird’s nest with the branch, assemble said nest and branch in nearby fire pit, and apply lighter.

Now to wrap up the squirrel exposé and make tracks for home.

Somebody ought to explain to this squirrel the importance of good press relations. No problem; I’ll just make up the quotes myself, as usual. How much could a two-headed squirrel have to say about itself, anyway? Twice as much as a one-headed squirrel, I guess.

Why would anybody want to scrawl graffiti in a nice unspoiled cave like this? And why leave it half-finished? I’ll fix that with my crayon...

...Aha! Exit graffiti. Enter doorway. And I guess I’d better. Enter the doorway, I mean.

Look at that! I think it’s an artifact. And I want it. I see a sensor that looks just like the one on my TV. Now to test whether this really is a universal remote control... bingo! Blue crystal, you and I are going to meet a nice lady!

So what happened to the lights? I guess I just snatched the room’s only light source.

Back in the airport, I use the reservations terminal to buy a ticket back to San Francisco. A short flight later and I’m back on 14th Avenue. Into the drop slot you go, blue crystal. Now, lessee, shirt tucked in? Shoes tied? Is there time for a haircut? CLOSED PERMANENTLY. Very funny. Almost as funny as that giant bobby pin.

Ah! Here she is! Nothing like finding out your very dreams are not your own to perk up a day. Who knows, maybe there’s a story in this. Let’s give this dream-sharing stuff a whirl. I’ll start with one of the coeds on Mars.

Leslie gets the message that things are all coming together. Time to do some exploring and figure out why she and Melissa were sent here.

Off to the left; a hostel, a messy pile of sand, a tram, and a monolith. Whoever built this place was thoughtful; all the signs have English translations. Hmm. The monolith sign says a token’s good for a one way trip. Into the hostel for a quick look-see. An air lock! These buttons ought to open and close the doors, but they don’t seem to be working. There’s probably some kind of master switch behind that panel. Time to bring Melissa into the act.

Melissa reconnoiters the area to the right; the Face. Experimentally, she pushes the lowest button, the only one she can reach. Apart from a nice mellow tone, nothing happens. This’ll have to wait.

Back to the Shuttle Bug to pick up some supplies. The Digital Audio Tape plays back just fine in the boom box, but it's write-protected and can't be recorded on. Melissa takes the boom box, then opens the glove compartment and retrieves her own and Leslie's CashCards. With any luck, the builders were thoughtful enough to make provisions for CashCards in that monolith. After a moment's hesitation, she removes the Shuttle Bug fuse, too. Can't be too careful; who'd want to come back and find out some Martian had swiped their only way home?

Unsurprisingly, CashCards DO work in the monolith. Mindful of my (Zak's) experiences with Fathead (this dream-sharing stuff is fun!), Melissa buys *two* tokens for herself, just to be on the safe side. Don't want to get stranded! She drops the token into the tram and it gets returned. Maybe the tram's out of order.

The token gives her another idea, and in the hostel air lock she confirms it... a token works fine as an emergency screwdriver and now the panel's open, revealing a burnt-out fuse. It's the work of a few moments to dispose of the old one and substitute the Shuttle Bug fuse; close the Mars door and open the inner door. She hands over Leslie's CashCard, and, now that the hostel is pressurized, takes off her helmet to conserve her suit's oxygen supply. She's looking forward to seeing what color Leslie's hair is this time.

Leslie doffs and dons her own helmet a few times, until she's satisfied with her hair color. Then she heads for the hostel proper. The first locker she checks holds nothing but a can of chain saw gas; the builders definitely had a weird sense of humor! She has to pull the vinyl tape off the second locker in order to open it; reward: one working flashlight. She has a feeling there'll be plenty of opportunities to use it. Off to the right is a ladder; now they can reach the other buttons Melissa found. Next, check out that mound of covers on the bunk.

After a few moments of perfectly understandable hysteria, Leslie cautiously approaches the dead alien. When it fails to make a threatening move, or any move at all for that matter, she forces herself to pick it up. Something has to be done about that pile of sand outside, after all, and these are special circumstances. Maybe later they can give it a decent burial. Or are dead broom aliens just supposed to be propped up in a closet somewhere?

Back to the air lock, to give the loot to Melissa. For some reason, Melissa doesn't care to handle the dead alien. Squeamish as usual. Close the inner door, put on the helmet, open the outer door, and...

Yow! Melissa, who'd been daydreaming about Fort Lauderdale

again, didn't notice that Leslie was depressurizing the air lock. She is now definitely noticing... and distinctly uncomfortable. Quickly, she fumbles on her helmet and breathes a richly oxygenated sigh of relief. She reads her helmet for reassurance. Yep, plenty of oxygen left. Of course, if she were low on oxygen, she could just fill up again in the Shuttle Bug.

Leslie marches back outside and briskly wields the broom alien at the pile of sand. Deducing that the uncovered solar panels probably power the tram, she buys two tokens at the monolith and tries one of them in the tram. It works!

After an exhilarating, if somewhat less than breathtakingly scenic, tram ride, Leslie sets out to investigate the Mars pyramid. Terrific, another pile of sand. She uses the broom alien to sweep it away and...

WELL. That takes care of the decent burial problem.

Lessee here, one gigantic keyhole, and not a key in sight. Maybe Melissa can find something suitable, once she gets into the Face.

Melissa, fully recovered from her brush with suffocation, wends her way back to the Face door. By using the ladder on the door, she can reach all three of the buttons, but a few random pushes convince her that she's getting nowhere fast. It's time for the Earth contingent to get back into the act.

Me again. Zak. About time we got back to me! Let's take a closer look at that book I bought earlier; that guru in Nepal just might have some answers... and you better believe I have some questions! Now I wish I'd joined that frequent flyer program; I've got a feeling I'll be racking up quite a few miles before this is over.

Annie retrieves her CashCard from its hiding place under her desk blotter, and meets me at the bus. Ever the gentleman, I pay her fare to the airport. I hope she doesn't expect me to buy her airline tickets, too.

This is where a travel agent would come in handy; naturally, there are no direct flights to Nepal. Leaving Annie at the San Francisco airport, I try Miami.

Wrong, Zak. Elusive place, Nepal. Hey, would Fathead buy an article on the Bermuda Triangle? One thing at a time... a nice big international airport like London is bound to have lots of connections.

Exit Visa Code... check. You wouldn't believe how humiliating it is to get this wrong, even with five chances, and just don't ask how I know, OK?

What is it with me and people who hang out at airports? OK, bum, here's my CashCard.

He thinks HIS life has no meaning... he ought to try a Day in the Life

of Zak McKracken! Here, try this book on for size... you look like a little enlightenment couldn't hurt you.

Nice, a bottle of Old Spitinureye. I hear they use this stuff to thin paint. Better get out of here before that dancing drives me to drink.

Hmmm... seems London is not the big-time hub I thought it was. No matter, at least I've finally got me a ticket to Katmandu.

As long as I'm in England, I might as well take a look around. It'd be a shame to say I only saw the inside of the airport.

One chilly sentry... and I do mean COLD. How about some paint thinner, fella? I'm not your type, eh? I know a woman you might like to meet; just wait right there!

Annie skips the Miami leg, and flies straight to London. I slip her the booze, and within moments she and the sentry are pals. Sorry, Annie... it was in a good cause!

Off with the electrified fence, out with the wire cutters from the open tool kit, and now I finally get to see Stonehenge.

Spooky place. Not my style, at all. Annie'd probably like it, though.

I already have my ticket, so on to Katmandu...

Whew! I'm *not* looking forward to the ride back to the Katmandu airport. Yaks are not equipped with shock absorbers. Or reclining seats. And they are lousy conversationalists. All they do is chew, chew, chew.

We certainly got our money's worth out of that book. Wonder what the guard would think if he knew I only skimmed the Table of Contents?

Let's take a look at the bulletin board. Hm, so the guru has a golfing buddy in Africa, eh? I think I just figured out the next step in my itinerary.

Onward to meet the guru.

I'm not having much luck completing interviews these days... But I stick around until he finishes training me. Now I know what to do with the blue crystal! Zak, old buddy, let's just resist the temptation to try it out on the yak; he's already giving us dirty looks.

That bale of hay must be the yak's lunch... how come everybody gets to eat but me?

Now, what have we over here? A flagpole. A useful-looking flagpole. A flagpole just begging to be picked up and carried away by Zak McKracken.

Dumb move, Zak. Time to call in the reinforcements. Annie! Yoo hoo, Annie! HALP!

When she gets to Katmandu, Annie thoughtfully reads the sign to me. That part I think I figured out already. I smuggle the lighter to Annie

and she torches the hay. So, maybe the yak won't get lunch after all. In the confusion, Annie gets me out of the jail cell and I take back my stuff. After all this, I'm not likely to leave the flagpole where it is, so I nab it again and we yak our way back to the airport.

Annie returns the lighter to me. I can see she wants to deliver a few choice words about the distastefulness of committing arson, but she restrains herself. I give her the flagpole for a souvenir.

Next stop, Kinshasa. I hope the guru's golfing buddy doesn't mind folks just dropping in unexpectedly.

I've heard the best way to get through a jungle is to just keep walking and never look back. Here's my chance to try it out.

Well, this guy sure is an avid golfer. Me, I prefer more sedentary sports, so I give him the golf club.

Wow, nice dance. Especially that last, bouncy part. "Unlock the door to the head," eh? Come back with the yellow crystal? What yellow crystal? I write down the part of the dance after the fire appears, recording the order in which the dancers squat. Then, putting two and two together, and coming up with "four" for a change, I dream-share back to Melissa.

Melissa receives my vision of the dance, duplicates the order of the dance finale on the buttons, and, *CRASH*, the door finally opens. She picks up the ladder and enters the Face.

This place is BIG! Melissa names this room the Great Chamber and trudges over to investigate the nearest door. Odds are that crystal sphere has something to do with the door, so she uses the ladder to climb up and gives it a push. *Whammo!* Now we're getting somewhere. It seems that the sounds coming out of the crystal sphere caused the door to open. Melissa picks up the ladder, walks through the door... and finds herself in darkness.

Flashlight to the rescue. A maze; what fun!

Melissa walks through the first doorway she comes to, and notices it has a purple border. She walks all the way to the left and goes through the blue-bordered doorway. Next, she walks past the yellow doorway and goes through the purple one.

Oh no! Not so much fun! Leslie's the one with the iron nerves; she'd better check this out.

Melissa goes back into the corridor and continues to the left. She goes through the first doorway she comes to, the blue-bordered one. She walks to the right and steps through the doorway on the far right end wall. Hey! That's the map from the dream! And the Sphinx on Earth... obviously this is another place to be checked out. And some

strange markings to read... there must be a connection there. Gotta remember that pattern!

Melissa's had enough maze-walking and sets out to find the exit. She walks left and through the purple doorway, left again past the green doorway and through the yellow doorway, left once more and through the door on the far left end wall. Ah, the Great Chamber again.

Time to see what's behind door number two! Uh oh, no crystal. Well, there may be a solution to that problem, assuming door number three is still intact.

And it is. Melissa carefully uses the vinyl tape on the Digital Audio Tape so she can record on it and loads it into the boom box. Ladder on pedestal number three, clamber up to the crystal, boom box on "record", push the crystal and *whammo*, another door is opened.

A methodical person, Melissa. She returns to door number two to check out her theory. Boom box on "play" and... *whammo* again... it works.

In through door number two... what, another maze? Nope, there's just the one door at the end. She picks up the ankh and heads back out to check door number three.

On the way to door number three, she finally notices some more strange markings on one of the huge statues, the one that looks kind of Mayan. She reads them carefully — another pattern to remember!

Behind door number three is another long walk to a single door. And there's a giant key; this is going to be a piece of cake!

Yowch. Force field. Nothing is EVER that easy. Ankh shape on the panel... ankh in the hand... well, maybe it isn't so difficult after all. Nice-looking machine; wonder what it does? Push the button and find out.

So, that's what this is all about. "Use these keys"? Easy for you to say, blue guy. Well, at least the golden key is still intact. Better handle it with care!

Back to door number one to wait for Leslie to brave that room with the switches.

Leslie trams back to the landing site. After stopping off at the monolith to buy a couple more tokens, she heads for the Great Chamber, borrows the flashlight back from Melissa, and enters the maze.

She traces Melissa's steps: purple, blue, purple...

Leslie reads the gauges. OK, when in doubt, push a few switches. Check the gauges again. Yup, that did it. Off with the helmet and back to the Great Chamber to give Melissa the good news. Right end

doorway, right end doorway, left end doorway... Melissa's happy to remove her helmet too!

And now back to me. And me back to the airport for a ticket to... hmmm... Cairo, I think. They've got a Sphinx somewhere around Cairo, right?

Indeed they do. And, of course, if a Sphinx has two legs, it'll be the second leg that I check that shows any promise. This yellow crayon is proving to be the best friend any reporter had... Now, to duplicate the pattern Melissa saw in the Face Map Room... Result? Yet another secret entryway. How DID I guess?

Look, I have enough trouble reading English... you were expecting me to also know hieroglyphics?

Annie jets in from Katmandu to the rescue. "Again?" she says. Me, I don't know what she's talking about. Anyway, since she knows how to read the signs in this place, I let her negotiate this maze. Whoa! She says the first sign is a warning about a sleeping beast! OK, I'll stay here and guard the entrance. I know how much Annie would enjoy exploring this maze. She walks through doors that have a sun symbol over them and finally enters a room looked over by an enigmatic pair of eyes.

More hieroglyphics; Annie's extra credit classes are finally paying off. Press the buttons in the indicated order, and... hmm, a map of the Mars complex. And, what a surprise... more strange markings. She reads the markings and I memorize them — I'm sure I'll need them later.

Annie works her way back to me: through six right end doors, one left end door, and all the way to the left. Back to me safely and no beast in sight. Maybe the warning's just there to scare people. Or maybe...

As I ponder this, Annie borrows my scrap of wallpaper and crayon, and jots down the Mars info. After she returns my stuff, I head back into the desert, on my way to Cairo to plan my next flight.

Er, maybe I ought to check out that pyramid on the left, first? Sure, there's plenty of time. Well, I'm pretty sure there's plenty of time.

If this is another maze, I'm going to call in Annie again! On with the lighter and make with the feet. No problem; this is just like the ones on Mars... dark! Except all I have is a cigarette lighter that gets too hot after a short time. Ah, there's a torch; how convenient! Let's hope the rightful owner of this lighter doesn't turn up for awhile. This looks like another spooky spot that'll mean more to Annie. I hope she appreciates the trouble I took to light the torch for her.

Back to Cairo and another decision. Seems like a good time to cover the Bermuda Triangle; at worst, I'll come up with a few snappy captions. Out of Miami, wasn't it?

A biplane... and I thought the yak was bad. At least the yak didn't tell jokes... and where HAVE I heard the phrase "divine wind" before? I wish I'd stop having these brilliant ideas. Should I use this parachute he gave me or stay on for the ride? I think I'll stay...

So, this is what happens in the Bermuda Triangle. No, thanks, I'll take my chances here. I just remembered what "divine wind" translates to in Japanese! I stay to the right of the red line and watch the biplane leave in a flash. I wonder what happens when I press this button. A doorbell?

Oops. The King!

Who does this guy think he is, anyway? Hmm. I don't like the sounds of his threats. Maybe if I give him something. Now, what would someone who dresses like that want? How about this guitar? I've got no use for it!

I'd say *he's* got no use for it either. At least he's stopped making dire threats. Home? Sure, I'll go home, but not quite yet. I memorize the order of the button-presses and then check out that strange machine to the right of The King. A Lott-O-Dictor? Ho, I may make a profit on this gig after all. Gotta remember that number!

Back to the color squares... Now, *this* is the way to travel! A little noisy, mind you, but you can't beat the door-to-bedroom service! I wonder how he knew where I lived?

Off to Lou's to invest in a Lotto ticket. Gee, I hope I win!

Now what? I've got some time to kill before I collect on this Lotto ticket, and I *don't* want to bug Lou... As I recall, Melissa spotted some Mayan statues on Mars. And one can find Mayan types in Mexico. AND, there's a flight to Mexico City listed on the San Francisco terminal.

Another jungle. This is getting to be a habit.

A Mayan temple. Weren't they the ones that carved the living hearts out of people? Is all this REALLY that important?

OK, OK, I'm going. My heart's in my mouth, anyway; nobody'd find it in the usual place. I quickly walk up the steps to the door at the top of the temple.

I can't tell you how thrilled I am to learn that I finally get to go through a maze of my own. In the dark. Just call me Zak "Sacrificial Lamb" McCracken. Oh, torches. All right, maybe it isn't all that bad.

I walk through the second door from the right end wall, then through

the first door to the right, and next through the door on the right end wall. Finally, I walk to the right and go through the first door I come to. Now this is something! A room that doesn't need torches. What do we have here? A familiar-looking Mayan statue and some more strange markings!

This crayon sure is getting a workout. Now I have two, count 'em, two yellow crystal shards. And they seem to fit together perfectly. These shards must make up the yellow crystal the Shaman was talking about. Too bad they don't stay together! A little household cement would come in handy right about now. Hmm, how else could I fuse them together? Well, the Shaman said we needed words of power and a placé of power.

I consider this as I leave the temple: left one door, left one door, left one door, and then through the right end wall door.

Back to Mexico City. Do I want to visit Lima, as long as it's there on the terminal? NAW... oh, well, yeah. If I don't go now, I'll always wonder. Jungles... why am I always stumbling through jungles?

Swell, a bird feeder. I'm glad I don't have any bread crumbs; I don't like birds. I like fish. You've met my pet, Sushi?

And over here by the stream, we find... an inaccessible carving. Inaccessible to anybody without wings, that is. I may be forced to overcome my revulsion for birds. OK, how to turn my stale bread into crumbs... I know!

Fortunately, there's a direct flight from Lima to San Francisco. Back in my very own kitchen, I adroitly ram that stale bread into the sink. Make sure the water's off or I'd get soggy crumbs! On with the garbage disposal, off with the garbage disposal.

So, where are the bread crumbs? Trapped in the pipe, of course. I whip out my trusty monkey wrench and grab my bread crumbs.

While I'm home, I check for any important messages on my machine, then, bread crumbs in hand, I speed back to Lima and my rendezvous with a carving and a (shudder) bird.

The bread crumbs in the bird feeder do the trick, and, after using the blue crystal on the bird, I'm airborne. Hey, this mindlinking is not bad! In fact, it's downright FUN!

Back to business... that carving. Up close, those eyes look more like caves; let's try the left-hand one. A scroll! Umph... can't read it? Well, of course, a bird can't read it! Deliver this thing to the real me, and I'll take care of everything!

I/we hurry back to my humanoid form and I give me the scroll (weird!). But before I break the mindlink, I want to check out the other

eye-cave. Well, it may be fun to fly, but birdhood does tend to limit one's strength. Forget about that candelabra; who's got time for formal dinner parties anyway?

I fly back to Zak, break the mindlink and read the scroll. I know, I know, I have enough trouble with English; I can't read the scroll either. But I bet Annie could read it... Hey, where'd HE come from? No! Don't take my artifacts!

I know this room! Locked in a cage with an awful noise! How do I get out of here! I'm getting dumber by the minute in here. I realize that's hard to believe, but... uh...

Whew! Free again! Now, what good's a reporter without any verbs? I suppose I could just wander around San Francisco for the rest of my life, a sad example to all who — ah, there's one back. With any luck, I'll be back to normal in no time.

I've gotta get my artifacts back. Well, I know one way in there. Is the rep so stupid that I could walk past with my disguise a second time? Better not chance it. I have a great idea. Into my bedroom and pull back the rug. According to my calculations, that secret room ought to be right below me. I select the right tool, in this case the monkey wrench, and pry up the loose boards. Fully realizing that I ought to use something more unusual, such as knotted-together sheets, I merely fasten the rope to the doorknob and lower myself into the hole. It worked! The cabinet's over here on the left and... yes, I'm back in the artifact business.

I've been thinking... much as I love Sushi, her fishbowl bears an uncanny resemblance to a spacesuit helmet. I haven't quite figured out how to con NASA into giving me a spaceship, yet, but it never hurts to be prepared.

Besides, Sushi's probably looking forward to a change of scene from the bedroom to the kitchen sink. Probably.

Back up the rope to transfer Sushi to her new home. Over to Lou's to collect on my Lotto ticket. Wow! That should pay for my plane tickets for a while! To 14th Avenue and there's that bobby pin sign again... wait! A giant lock pick for a giant lock... I'll just, er, liberate the sign with the appropriate tool.

Annie and I review the available flights and meet in London. After reading the scroll, Annie has a brilliant idea, so I surrender the crystal shards to her and agree to wait in the airport.

Annie walks over to Stonehenge and gently deposits the crystal shards on the altar. Then she steps back and intones the words on the scroll.

Wow! That came as a shock! Uncontrolled lightning is NOT what Annie had in mind, but maybe it's worth another try. This time, she props the flagpole in the altar, hoping it will serve as a lightning rod.

And it works... much to Annie's surprise (she says she always knew it would work, but I was dream-sharing with her, and I say she was surprised). Annie delivers the newly-fused crystal to me back at the airport and excuses herself to check out the pyramid chamber I found in Cairo. Hope the torch is still lit for her...

I take the yellow crystal to the Shaman in Kinshasa (by way of Cairo), and he teaches me how to use it. Teleportation! Could have its advantages, though I doubt there's a good frequent teleporter plan around. I use the yellow crystal and choose a destination on the map — let's try, oh... the upper left-hand yellow dot.

Darkness. I might have known. There's a door over here, though... ah, I remember this cave. Now that I think of it, I saw a platform of some sort back in that chamber, just before the lights went out.

How about the next dot down? Darkness. So far, I'm 0 for 2. Try the door... heart still in place? Good. There was a platform back there, too, I think.

Next dot down. OH! Here's my chance to grab that candelabra. And, I see, there's a platform here as well. I look out the window — I think I see that bird still pecking away at my bread crumbs! Lots more dots to hit; this one's for the dot in the middle. Atlantis?

Nothing. Things weren't precisely shipshape on Mars; maybe not all these platforms are working, either. OK, go for the one on the right.

Finally, some new scenery. I bet that base is where I'm supposed to build the Device I keep hearing about! I experimentally pull a few switches. The ones on the back wall don't stay up if I walk away; the one on the left triggers some hitherto hidden stairs.

"Intrepid Reporter Descends to Danger and Death."

Well, Intrepid Reporter Descends to Discover Annie. She was investigating the pyramid room when me and my new stairs appeared.

Annie goes upstairs to take a look around for herself; I resort to the yellow crystal. This time, I make for the Mars Pyramid.

Nothing again. If the next one doesn't work, it's back to cadging a ship from NASA. Come ON, Mars Face!

Whew. "Well, Zak, you're finally on Mars. How does it feel?" "Boring, Zak. How do I get out of this room?" "Try drawing a diagram on those markings, Zak!" "Thanks, Zak." "You're welcome, Zak."

That's the first interview I've finished since this whole thing started.

I step through the center door and enter the Face maze. This should

be easy! I walk through the doorway in the right end wall, and then through the doorway in the left end wall... Melissa! Leslie! Glad to meet you!

Leslie and Melissa put their helmets back on and head for the tram. Confidently, I put on the wet suit, oxygen tank, and Sushi's fish bowl and follow them.

Somewhat less confidently, I immediately return to the Great Chamber.

It occurs to me that maybe I need to seal the space between my improvised helmet and my wet suit. I apply the duct tape to the fish bowl and venture back out onto the surface of Mars. Success! Maybe I could sell this spacesuit design to NASA?

Hmm, not much oxygen in my tank. Better keep a close check on it!

I buy a token at the monolith, and the coeds and I all quickly pile onto the tram before it leaves. We walk to the pyramid door, and I deftly pick the lock with the bobby pin.

Leslie enters first, because she's got the flashlight. Also, because I pushed her. She finds another not-maze, and walks through the single door at the far end. Melissa and I, reassured that the coast is clear, follow her.

Leslie's found out she can push the feet on the sarcophagus in and out. While she amuses herself, Melissa borrows the flashlight and explores the rest of the room. I stand around and wonder about the Martian half-life of duct tape.

Melissa discovers a set of stairs at the other end of the room, rhythmically appearing and disappearing. After we convince Leslie to just PUSH the feet, we walk up the stairs to the next room.

White crystal; just what I need to complete my set! A little dream-shared persuasion, and Leslie walks away from the feet so we can approach the crystal.

While I'm trying to pry the white crystal out of the containment device, Melissa unlocks the cabinet on the right, and, before I can warn her not to fool with things she doesn't understand, she pushes the button.

The machine opens. I grab the crystal. I teleport to the Mount Rainier cave, leaving Melissa to dream-share to Leslie that, yes, once she wanted her to push the feet and then she wanted her to stop pushing them but now she wants her to push them again, please.

I'm missing just one item from the blue guy's contraption, and I've got a good idea where I might find it.

Cross-country flight, Seattle to Miami. I don't even notice whether

it's a miserable flight; I'm that pleased with myself.

I'm still looking for a roundish sort of thing, about so big. I think it glows.

Back on the Bermuda Triangle biplane; waste no time waiting for another joke, just use the parachute and bail out.

This is more like it. Peacefully bobbing up and down, not a care in the world, just gazing at the vast expanse of water disturbed by nothing more than a cruising fin... a cruising FIN?

It's probably just a dolphin (it could be a shark)... maybe it's a dolphin (maybe it's a shark)... it could be a dolphin (it's probably a shark).

One way to find out... dolphins like music. Sharks eat people. I'll just play a little something on my kazoo, and if I get eaten, I'll know it wasn't a dolphin.

It wasn't a shark. Time to give the blue crystal another workout and see how the water half lives...

Atlantis! There's the broken teleport platform. Not much else but seaweed. Better hurry or I might get thrown back into that mindbending machine! I push all the seaweed clumps aside... nothing, nothing, something! A roundish sort of thing, about so big. It DOES glow.

Back to the real me, toting the glowing object. I give it to me and end the mindlink.

The real me back to the Cairo pyramid.

My dexterity must be improving; with only a little coaching from Annie, I manage to assemble the contraption, step back and watch... absolutely nothing whatsoever.

Annie very quietly suggests that maybe I should throw one of the switches. I was just thinking the same thing.

I throw one of the switches.

Absolutely nothing whatsoever happens.

Annie throws the other switch.

And things start to happen. Wow, is Fathead going to get a great story this time!

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