

As Zak McKracken, a reporter for a supermarket tabloid called the *National Inquisitor*, your first assignment is to get the scoop on a two-headed squirrel. Then things get more serious, yet funnier, as you find a "universal stupidity epidemic" is gradually reducing the population's I.Q. to zilch, and all the authorities know is that it's caused by a tone intermittently transmitted over the phone lines. Aliens from space are behind the scheme, which you hope to foil by teaming up with three female characters and traveling around the world in search of ancient artifacts needed to construct an anti-stupidity machine device. As in *Maniac Mansion*, you can switch between the characters and must get them to act in unison to solve certain puzzles. But you have to solve a few puzzles just to find the other characters in this game. Many problems have alternate solutions, though there is only one way to solve the game itself (unlike *Mansion*, with five). And several action-oriented puzzles require manual dexterity; a joystick or mouse makes these much easier. Numerous clues are cleverly concealed in satirical news stories and ads in a tabloid-size, eight-page copy of the *National Inquisitor* that accompanies the game. The interface, animation and special effects are similar to those in *Maniac Mansion*; but more attention was paid to sound effects, which are outstanding. And *Zak McKracken* is even more of a laugh riot.

Type: Animated Adventure
Skill Level: Intermediate
Systems: Amiga, IBM (256K),
Commodore (64 & 128K), Atari ST
Company: Lucas Film Games/MicroProse

The Solution

If someone other than Zak is to perform the actions listed for a location, that person's name appears in parentheses following the location's name. After the first trip to the airport and on a

plane, the solution just names your next destination, omitting instructions to take the bus and use the reservations terminal. There are several Jungle mazes that are randomized and cannot be mapped, so just keep taking turns off the path (instead of going through the far left or right side exit) when possible 'til you arrive at your destination. Certain characters must do some things, such as Annie reading the scroll, but most may be performed by anyone.

San Francisco

Zak's Bedroom

Open dresser drawer. Pick up phone bill. Pick up sushi in fish bowl. Use mbnq with sushi in fish bowl (don't turn on mbnq). Pull upso xbmmbqbqfs. Use upso xbmmbqbqfs on plastic card. Open desk drawer. Pick up kazoo.

Zak's Living Room and Kitchen

Pick up seat cushion (on sofa). Pick up remote control. Open cabinet. Pick up box of crayons. Use zfmmpx dsbzpo on upso xbmmbqbqfs. Open refrigerator. Pick up egg.

Bakery

Push doorbell (three times). Pick up stale bread.

Lou's Loans

Buy wet suit, tool kit, golf club, hat, nose glasses and hvjubs.

Bob E. Pins

Hair Salon
Open tool kit.
Use xjsf dvuufston bobby pin sign.

Zak's Living Room

Use npolfz xsfodi on qjqf. Turn on switch (above sink). Use tubmf csfbe in sink. Pick up bread crumbs.

Phone Company

Put on ibu and optf hmbttft (before entering). Enter Phone Company. Open counter door. Use computer terminal. Exit Phone Company. Take off ibu and optf hmbttft.

Bus

Use lbapp. Use cashcard in cashcard reader.

Zak McKracken and the Alien Mindbenders

Airport

Give cashcard to devotee (get book). Use reservations terminal (Seattle).

Airplane

Use upjmfs qbqfs in tjol (in bathroom). Turn on tjol. Push call button (after flood). Go to front of passenger area. Pick up cushion (front seat). Pick up lighter. (Use same trick to distract stewardess.) Open microwave oven. Use fhf in microwave oven. Close microwave oven. Turn on microwave oven. (When fhf explodes, stewardess will remain in that area.) Open bin (until you find oxygen tank). Pick up oxygen tank.

Seattle

In National Forest

Pick up usff csbodi. Give peanuts to squirrel. Use usff csbodi with loose dirt.

Cave

Use usff csbodi on bird nest. (Feel around in dark with "What is" command to find this and the fire pit.) Use usff csbodi on fire pit. Use bird nest on fire pit. Use mjhiufs on nest and branch. Use zfmmpx dsbzpo on strange markings. Walk to ankh door. Stand on platform and face left. Use sfnpuf dpouspm. Pick up blue crystal. Fly to Miami.

Miami

Airport

Give cppl to bum (get whiskey). Use reservations terminal (San Francisco).

San Francisco

Drop Slot

Use cmvf dsztubm on drop slot (wait for Annie).

Annie's Room (Zak & Annie)

Give whiskey to Annie. Give hpmg dmvc to Annie. Give xjsf dvuufst to Annie. Switch to Annie. Pick up blotter. Pick up cashcard.

Bus and Airports (Annie)

Use xjsf dvuufst on bus. Use cashcard in cashcard reader. Fly to

Miami, then to Cairo, then to Kinshasa.

Kinshasa

Jungle Path

This map is randomized.

Hut (Annie)

Give hpmg dmvc to Shaman (far left hut). Watch dance and write down order of three men bouncing up and down; this sequence (3, 1, 2, 1, 3, 1, though it may be randomized) is the same as the Huge Door at the Face Chamber on Mars. Fly to Cairo, then to London.

London

(Annie)

Guard's House

Give xjltfz to sentry. Pull switch. Use xjsf dvuufst on fence. Switch to Melissa.

Mars

Outside, near Shuttle Bug (Melissa)

Open door.

Inside Shuttle Bug

Pick up boom box. Pick up DAT. Open glove compartment. Pick up fuse. Pick up cashcards. Exit.

Outside, near Shuttle Bug (Melissa)

Give cashcard to Leslie.

Monolith (Melissa)

Use cashcard on Monolith (twice).

Entrance to Friendly Hostel (Melissa/Leslie)

Use token on metal plate. Pick up burnt fuse. Use fuse in fuse box. Switch to Leslie. Go to Melissa. Push left button (closes left door). Push right button (opens right door). Enter right door.

Inside Friendly Hostel (Leslie)

Pick up vinyl tape (on right locker). Pick up ladder. Pick up covers. Pick up broom alien. Open locker (right side). Pick up flashlight.

Entrance to Friendly Hostel (Leslie)

Push button (closes right door). Push button (opens left door).

Outside Friendly Hostel (Leslie)
Use csppn bmjfo on sand pile.

Huge Face and Door (Leslie/Melissa)

Use ladder on door. Push button (six times, according to dance sequence in Kinshasa). Pick up ladder. Enter Great Chamber.

Great Chamber (Leslie/Melissa)
Enter first Massive Door.

Massive Door One, Outside (Leslie/Melissa)

Give vinyl tape to Melissa. Switch to Melissa. Use vinyl tape on ebu. Use ebu with cppn cpy. Turn on cppn cpy (sfdpse). Switch to Leslie. Use mbeefs on pedestal. Pick up crystal sphere. Pick up mbeefs. Turn on flashlight. Enter N. door.

Massive Door One, Inside (Leslie)
Save. Follow map of Maze One to Switch Room. Turn on switch (right). Turn on switch (left). Take off helmet (bgufs dpoejujpot bsf opsnbm). Follow map of Maze One to Map Room. Read strange markings (copy symbol to use in Sphinx in Egypt). Follow map of Maze One to Outside of Massive Door One. Exit (both) to Great Chamber. Enter Door Two.

Massive Door Two, Outside (Leslie/Melissa)

Give flashlight to Melissa. Switch to Melissa. Take off helmet. Turn on cppn cpy (qmbz).

Massive Door Two, Inside (Melissa)

Pick up ankh (through far right door). Go to Leslie. Give ankh and flashlight to Leslie. Switch to Leslie. Exit to Great Chamber. Enter Massive Door Three.

Massive Door Three, Outside (Leslie)

Use mbeefs on pedestal. Pick up crystal sphere (through far right door). Pick up ladder.

Massive Door Three, Inside (Leslie) Use boli on panel. Pick up golden key.

Great Chamber (Leslie/Melissa)
Read strange markings on huge statue between doors two and three (copy symbol to use in Mexican Temple). Station both characters near exit of Great Chamber. Give golden key to Melissa (Leslie). Switch to Zak.

San Francisco

(Send Zak from Annie's Room to the Airport and fly to Mexico.)

Mexico City

Jungle Path

Tbwf. (Another randomized map, but this one leads to various entrances to the Temple. Keep trying until you emerge on the right side of the Temple, with the pyramid on the left side. Enter the Temple Entrance on the right side of the screen.)

In Mexican Temple: Maze Two
Save game. (Use the "what is" command to find torches in the dark, then use the lighter on the torch to illuminate each corridor. Follow the map of Maze Two into the Map Room. Pick up yellow crystal shard. Use zfmmpxdsbzpo on strange markings. Draw symbol from the Huge Statue in the Great Chamber in the Face on Mars (switch to Leslie and reread the marking on the Statue if necessary.) Follow the map out of the Temple. Save the game and keep taking turns through the Jungle until you reach the airport. Fly to London.

London

Stonehenge

Save game. Use cmvf dsztubm on altar stone. (After you awake, move the cursor all the way to the right, then quickly hit button uxjdf to leave before the alien arrives. After he leaves, return to Stonehenge.) Use dsztubm tibse (both parts) on altar stone. Fly to Katmandu.

Katmandu

Use mjhiufs on hay. Pick up flagpole. Give cppl to guard. (Visit Guru and learn how to use blue crystal.) Use cmvf dsztubm on

yak (after policeman returns to his jail). To Zak. (Wait for alien to toss you in stupidity machine).

San Francisco

Phone Company

Put on ibu and optf hmbttft (quickly, before alien leaves; this will save you lots of time otherwise spent waiting for the effects of the machine to wear off and for the alien to free you.) Open cabinet (to get artifacts seized by alien). Go upstairs. Open counter. Exit Phone Company. Remove ibu and optf hmbttft.

If unable to do the first two actions in time, do them after being released from machine and escorted outside. Then enter Phone Company, get the artifacts and exit. (Use either method when you're caught in the stupidity machine.) Fly to Miami. Save. Fly to Bermuda.

Bermuda

Plane and Mothership Cargo Bay
Wait (until caught by alien ship). Push button (inside space ship).

On the Mothership with The King
Read Lott-O-Dictor (write down random number). Give hvjubs to the King quickly, after reading meter. If successful, an alien shows you how to leave and you'll be beamed back to your room or you'll get tossed into the machine.

San Francisco

Lou's Loans

Buy Lotto (use Lott-O-Dictor number). Fly to Miami. Save. Fly to Bermuda.

Bermuda

On Plane Wait (until caught). Go to biplane (In Mothership). Use parachute (in air).

In Water (Zak/Dolphin)

Use lbapp. Use cmvf dsztubm on dolphin. Swim underwater.

Underwater (Dolphin)

Pick up seaweed (far right). Pick up glowing object. Swim to surface.

In Water (Zak/Dolphin)

Give glowing object to Zak. (After you get caught by alien, use hat and nose glasses to retrieve the artifacts.)

San Francisco

Lou's Loans

Win Lotto, \$10,000. Fly to Lima.

Lima

Jungle Path

This is one of the random mazes described in the introduction.

Feeder

Use csfbs dsvnct in bird feeder. Use cmvf dsztubm on bird.

Sky (Bird)

Fly to huge carvings. Fly to left eye. Pick up scroll. Fly to valley. (After you get caught by alien, retrieve your artifacts and fly return to this location.) Use cmvf dsztubm on bird. Give scroll to Zak. (You'll be thrown into stupidity machine. After you get out, grab your stuff and fly to London.

London

Stonehenge (Zak/Annie)

Use gmbhqpmf with altar stone. Give scroll to Annie. Switch to Annie. Read scroll. Switch to Zak. Pick up yellow crystal. Fly to Cairo, then Kinshasa).

Kinshasa

Jungle Path (A random map.)

Hut

Give yellow crystal to shaman. Use yellow crystal (point to Lima).

Lima

Right Eye

Pick up candelabra. Use yellow crystal (point to Cairo).

Cairo

In Egyptian Pyramid, Teleport Room

Use hmpxjoh pckfdu on base. Use candelabra with hmpxjoh pckfdu. Pull lever. Leave pyramid (see map) and go to Sphinx mfh with strange markings.

Sphinx, Outside (Zak/Annie)
Use zfmmpx dsbzo on strange markings (draw symbol from Map Room in Maze One on Mars). Switch to Annie. Bring Annie to Zak (Outside Sphinx). Enter secret door (Annie).

Sphinx (Annie)
Follow map of Maze Three to the Map Room. Read hieroglyphics. Go to Zak. Switch to Zak. Bring Zak to Map Room.

Sphinx Map Room
Push button (according to sequence Annie just read). Use zfmmpx dsbzo on wallpaper map. Read strange markings (copy symbol to use inside Huge Face chamber). Use yellow crystal (qpjou up gbd). (You wind up in Teleport Room in Huge Face on Mars.)

Mars
Teleport Room, Mars
Use zfmmpx dsbzo on strange markings (draw symbol from Sphinx Map Room). Go to middle door. Go all the way to the right. Go left to exit. (See map of Maze One on Mars. Meet up with Melissa and Leslie.

Great Chamber
(Zak/Melissa/Leslie)
Switch to Leslie. Put on helmet. Go to Monolith. Use cashcard on Monolith (twice, to get two tokens). Switch to Melissa. Put on helmet. Go to Monolith. Use cashcard on Monolith. Switch to Zak. Use evdu ubqf on fish bowl. Put on ubqfe gjti cpxm. Put on xfu tvju. Put on pyzhfo ubol. Go to Monolith. Get one token.

Monolith (Zak/Melissa/Leslie)
Use cashcard in Monolith (Zak). Send all three into Bug to use oxygen valve and fill their tanks, then return to the tram. Move all three close to the tram. Save. Use token in tram (all three people, and quickly).

Mars Pyramid, Outside (Zak/Melissa/Leslie)
Walk to pyramid. Use csppn

bmjfo on sand pile (Leslie). Use cpccz qjo tjho with key hole. Send all three inside.

Mars Pyramid, Inside
(Zak/Melissa/Leslie)
Push sarcophagus feet (Leslie). Walk upstairs (Zak/Melissa). Move Leslie away from sarcophagus feet. Move Zak near containment device. Switch to Melissa. Use hpmefo lfz in box. Save. Push button. Switch to Zak. Pick up white crystal. (This will take several attempts, for you have little time. Verifiers report being unable to complete this task using keyboard controls on the IBM version, so you may want to finally break down and get a joystick or mouse.) Use yellow crystal (point to Egypt). Take off ubqfe gjti cpxm.

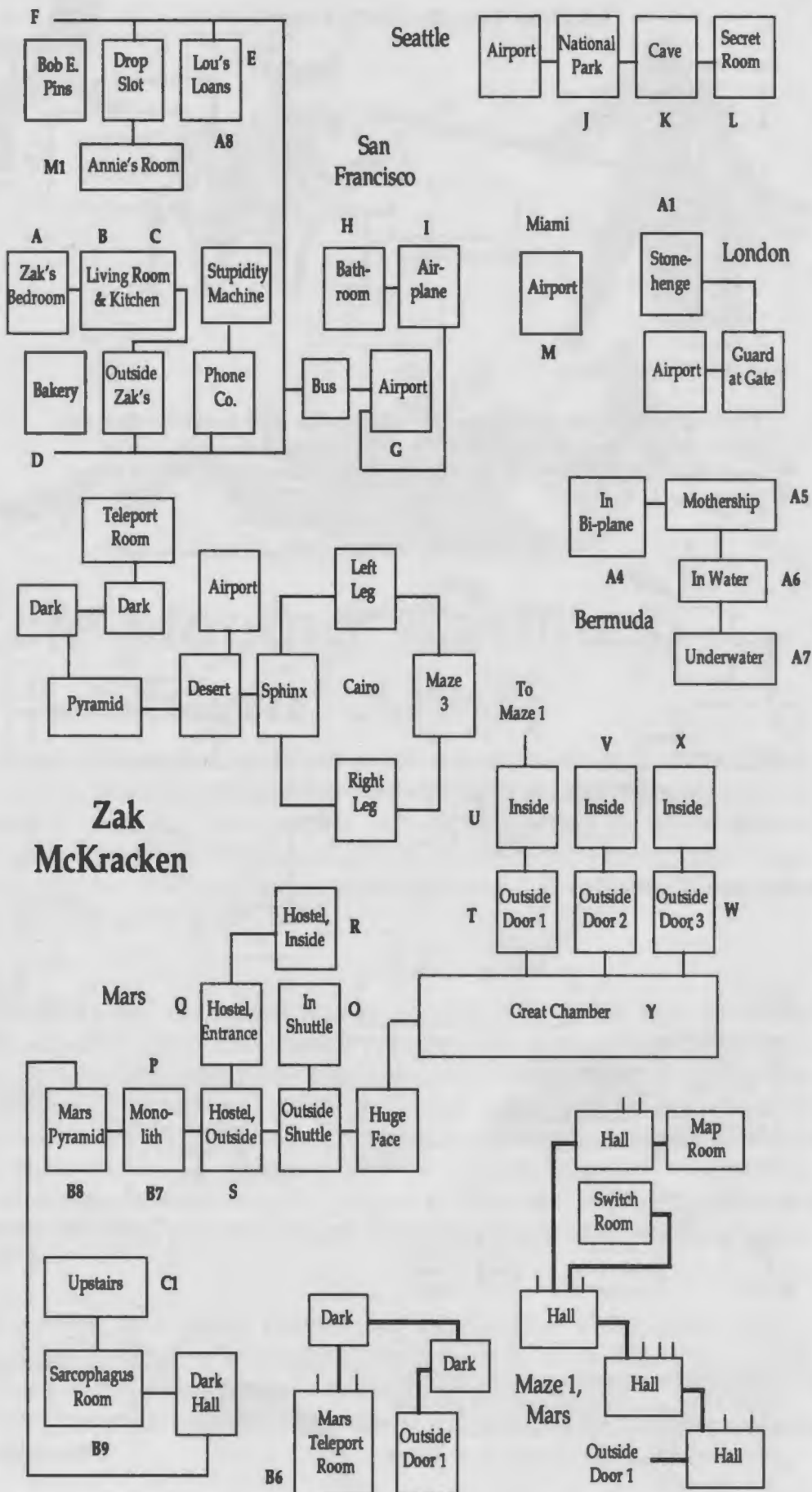
Mars Pyramid — The Coeds
Blast off for Earth
Move Melissa to left side of stairs. Push sarcophagus feet (Leslie). Bring Melissa down and station her and Leslie outside near the tram. Use token in tram (Melissa and Leslie). Either one should use cashcard in Monolith to get a token, then enter the Hostel, use token on metal plate, enter room and pick up the fuse. Put Melissa and Leslie in Shuttle Bug. Use fuse in glove compartment. Close door. Use controls. (If low on air, use the oxygen valve before doing the above. Actually, it doesn't matter if the coeds die or get stuck on Mars, for the ending doesn't vary, even the epilogue that tells what happened to them.) Switch to Annie.

Cairo
Egyptian Pyramid, Teleport Room (Zak/Annie)
Bring Annie to Zak (across desert and into Pyramid Door). Pull lever (Annie). Switch to Zak. Use crystalabra with cmvf dsztubm. Use crystalabra with white crystal. Use crystalabra with yellow crystal. Turn on switch (right one). Switch to Annie. Turn on switch (left one).

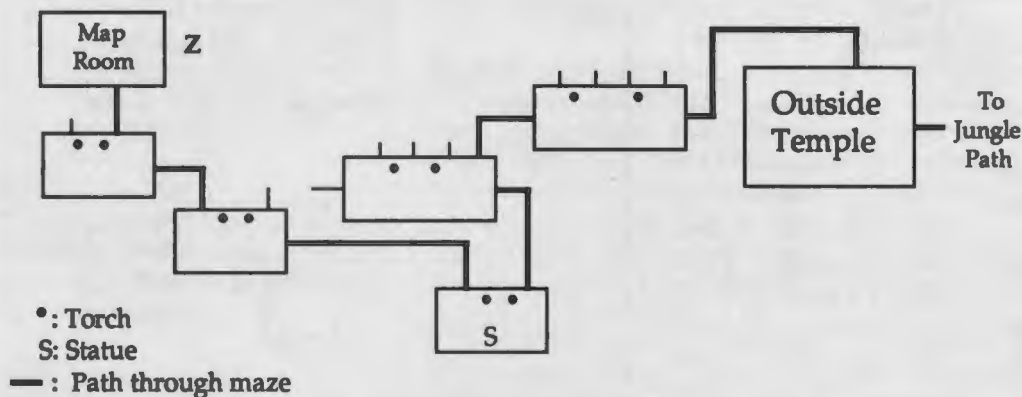
Map Key: Zak McKracken and the Alien Mindbenders

- A: Phone bill, fish bowl, lamp, wallpaper map, cashcard, kazoo
- B: Seat cushion, remote control
- C: Yellow crayon, egg, bread crumbs
- D: Bread
- E: Wet suit, tool kit (wirecutters, duct tape, monkey wrench), golf club, hat, nose glasses, guitar
- F: Bobby pin sign
- G: Book
- H: Toilet paper, sink
- I: Lighter, oxygen tank
- J: Tree branch and squirrel
- K: Bird nest, Fire pit, strange markings
- L: Blue crystal
- M: Whiskey
- M1: Yellow crystal shard
- N: Sequence for opening Huge Door at the Face Chamber on Mars
- O: Boom box, DAT, fuse, Cashcards, oxygen valve
- P: Tokens
- Q: Burnt fuse
- R: Vinyl tape, ladder, broom alien, flashlight
- S: Sand pile
- T: Pedestal and crystal sphere
- U: Strange markings (copy symbol to use in Sphinx in Egypt)
- V: Ankh
- W: Pedestal, crystal sphere
- X: Golden key
- Y: Strange markings (copy symbol to use in Mexican Temple)
- Z: Yellow crystal shard, strange markings
- A1: Altar stone
- A2: Hay, flagpole, YAK
- A3: Guru (learn to use blue crystal)
- A4: Parachute
- A5: Winning Lotto number
- A6: Dolphin
- A7: Seaweed, glowing object
- A8: \$10,000
- A9: Bird feeder and bird

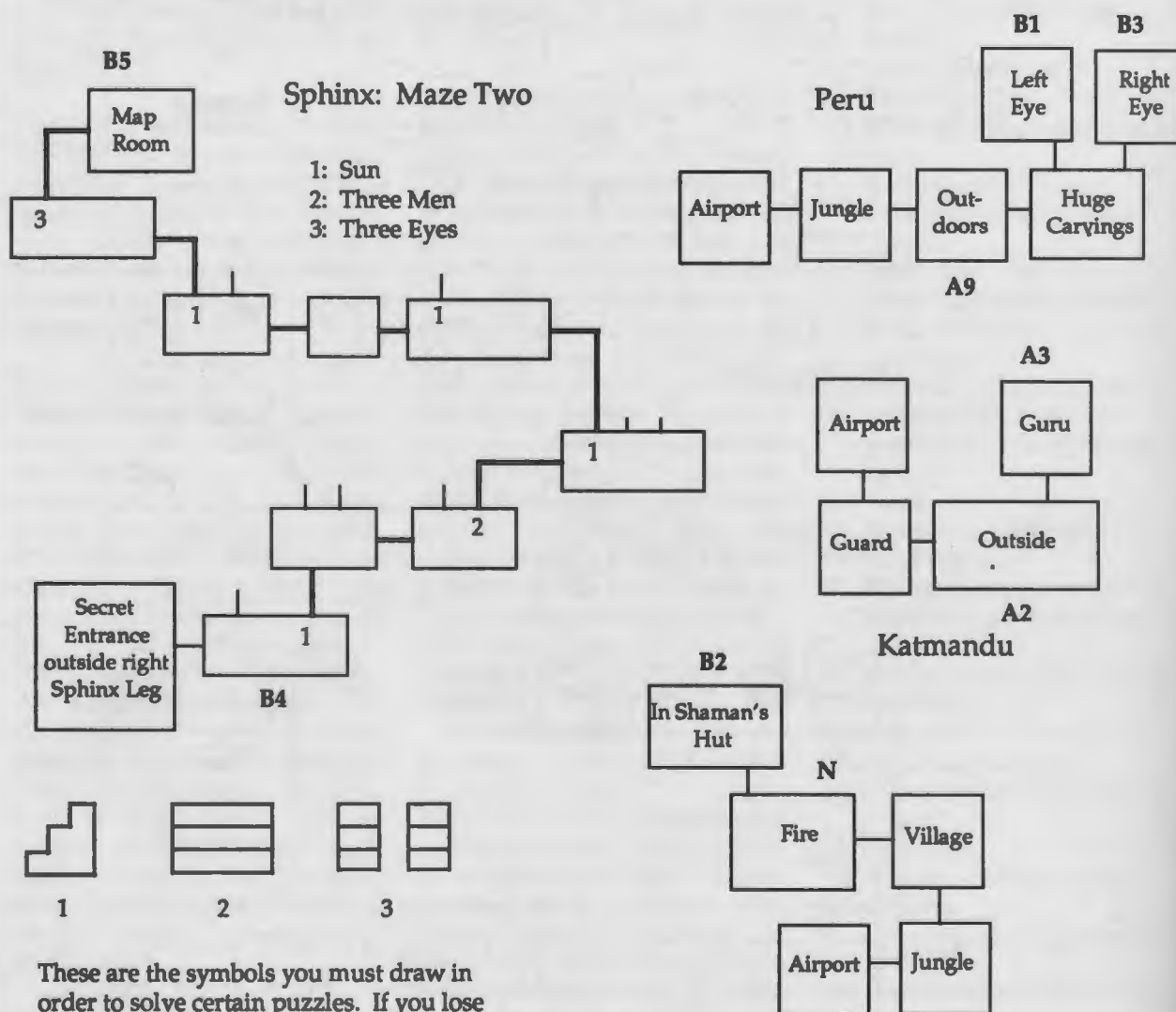
- B1: Scroll
 B2: Shaman (learn to use yellow crystal)
 B3: Candelbra
 B4: Strange markings
 B5: Hieroglyphics, strange markings (use inside Huge Face chamber)
 B6: Strange markings (draw symbol from Sphinx Map Room)
 B7: Tram
 B8: Key hole
 B9: Sarcophagus and sarcophagus feet
 C1: Containment device, box, white crystal



Mexican Temple: Maze Two



This path works only if you enter the Temple's far right entrance. Each hall is shown from the same perspective you see it from in the game, not an overhead view, so the doors on the tops of these boxes represent the doors facing you in the game.



These are the symbols you must draw in order to solve certain puzzles. If you lose track of which is which, save before drawing and use one of these until you get the right one.

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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