



Zac Mc Cracken and the Alien Mindbenders

After the intro: **Take** Sushi in Fishglas, **Open** Desk drawer, **Take** kazoo, **Close** drawer, **Switch on** answering machine (not necessary, **NN**), **Pickup** wallpaper, **Open** door, leave room



Cutscene with the mindbenders



Take cushion right of TV
Take cushion on sofa
Take remote under cushion
Use cable with plug
Use remote, leave right



Take butterknife
Open refrigerator, **Take** egg
Open cupboard, **Take** crayon
Take small key
 Go right and **Use** knife on plastic card under desk.



Open door and leave, go right and at the bus to the north.

Open the door and enter Lou's Loans



Buy the golfclub, the wetsuit, the toolkit, the hat and the noseglasses.



Leave the shop and go right to the hair salon. **Open** toolkit, **Use** wirecutter on hairpin sign.



Go back to the bakery left of your house. **Press** bell three times until the man throw down a old bread. **Take** bread. Go to your appartement.



Use monkey wrench on pipe. **Use** bread with sink. **Switch on** switch. **Take** breadcrumbs.

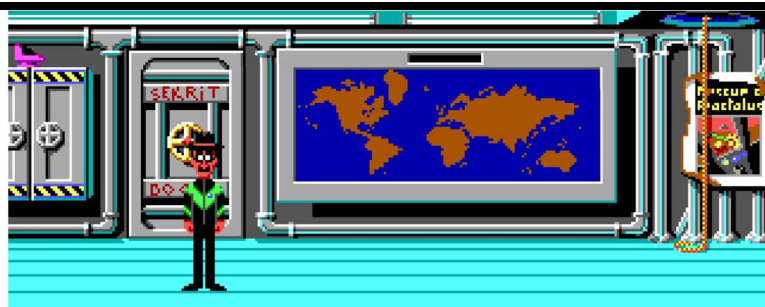
Use Sushi in fishbowl with sink. Go left.



Switch on answering machine (NN). **Pull** carpet edge. **Use** wrench with loose board. **Use** rope with door. **Use** rope.



Put on the wetsuit, the hat and the noseglasses. You can look at the map or use the lever on the right (NN). Leave through the door.



Use computer. Open counter door. **Take** application form, **Read** (NN). You can read telephone to get the number 2826, for what ever.



Leave through the door. **Use** small key with mailbox. **Use** crayon with application. **Use** application with mailbox.



Go right to the bus. **Take off** the costume (NN). **Use** kazoo. Wait. **Use** cash card with card reader.



You end up at the airport. **Give** cashcard to devotee and get a book. **Save now!** Later saving will send you to the seattle airport. Leave left.



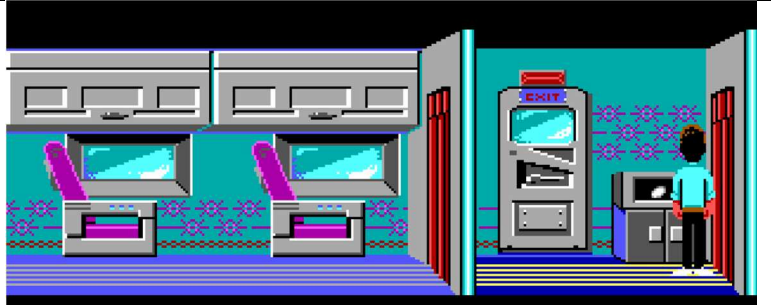
Longer cutscene. Wait until the stewardess returns from the distributing the food, where you get peanuts.



Don't Save! Go left to the toilet. **Use** toilet paper with sink. **Turn on** sink. Wait until the floor is blue. **Use** call button and leave immediately.



Go left to the microwave. Open microwave. Use microwave with egg. Close microwave. Switch on microwave. If the stewardess cries „what a mess“ it's ok.



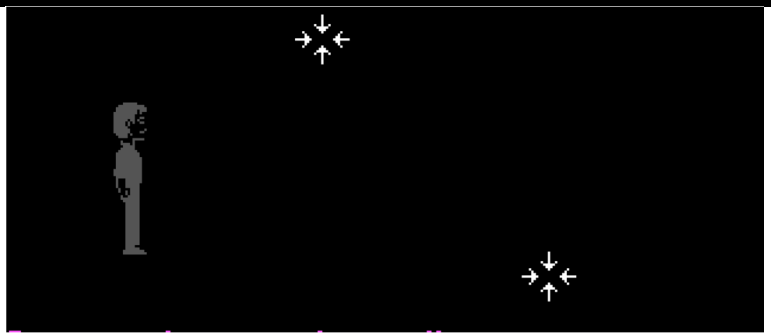
Open all bins, until you find the oxygen tank. **Take** it and return to the first seat. **Take** cushion, **Take** lighter on the floor (green).



Save with **F5** and you are in Seattle. Cutscene. Exit left. **Take** branch. Go left and **Give** peanuts to squirrel. **Use** branch on loose dirt. Go into cavern.



It's dark. At the upper shown position **Use** branch on nest. Then **Use** bird nest on fire pit. **Use** branch on fire pit. **Switch on** lighter, **Use** lighter on fire pit.



Turn off lighter or it's going to hot. **Use** crayon with strange markings (yellow points right). Go right.



Stand in front of the object. **Use** remote. **Take** blue crystal. Go left and leave the cavern. Go left to the airport. **Use** terminal and go to SFO.



Go to your house. **Use** small key. **Take** letter and get the King Fan Club card. If there is no letter, go to your room and return. Go to 14th street.



Use blue crystal with drop slot and wait. A girl opens and you see a cutscene. You get a crystal shard. Leave, go to the airport (kazoo!) and book to **London** and then to **Nepal**.



Exit the airport and **Give** book to guard. Enter the temple.



If you read the papers on the wall, you get some hints, what to do with the next shaman. After the longer cutscene exit. Switch on lighter, **Use** lighter on hay on the right. Go left.



Take flagpole. Inside you can take a key and read some papers (NN). If you didn't set fire and take the pole, you will be arrested. **Use** cashcard with yak. Fly to **Zaire**, leave to the jungle, walk 5 times any way to reach some huts.



Go in the very left hut, Give golf club to doctor and have something to write at your hands. Write down the numbers, who bends his knee to get a 6 digits number.



Switch to Leslie

You are now on Mars. After a longer cutscene **Open** the door and go in bus.



Open glovecompartment. **Take** cashcards, **Take** fuse and (savety first!) **Use** oxygen. Leave and read the cashcard, **Give** Melissa's card to her.



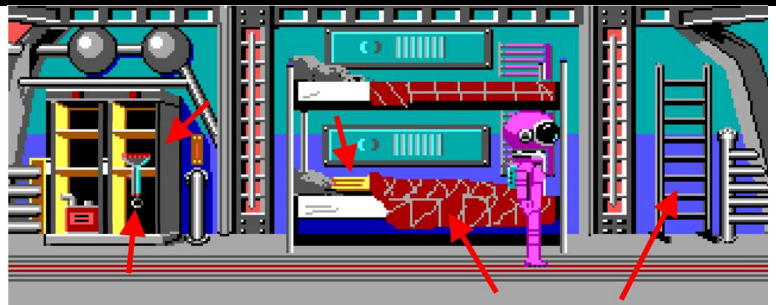
Go left to the monolith. **Use** cashcard with slot. You get a coin.



Enter the hostel. **Use** coin on plate (right of the door). **Take** fuse. **Use** new fuse on fusebox. **Press** button beside the door. After the front door is closed, **Press** button on the right door.



Take yellow tape on locker. Then **Open** right locker. **Take** torch. **Take** ladder. **Pull** blanket. **Take** broom alien and leave. If you want to come back, close the right door first.



Use broom alien with sand in front of the hostel. Go right, until you reach the mars face.



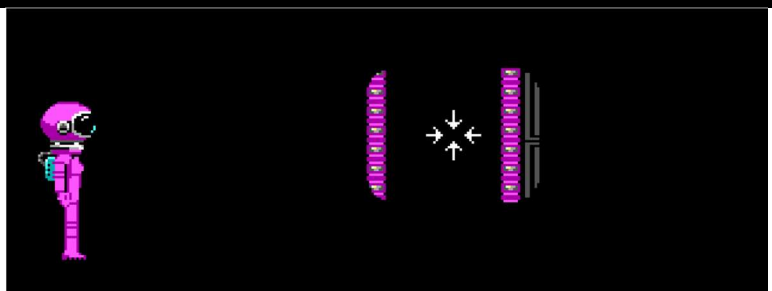
Use ladder on door. **Press** button in the sequence of the dancers in Zaire. The door opens **Take** ladder and enter. Go to the first portal.



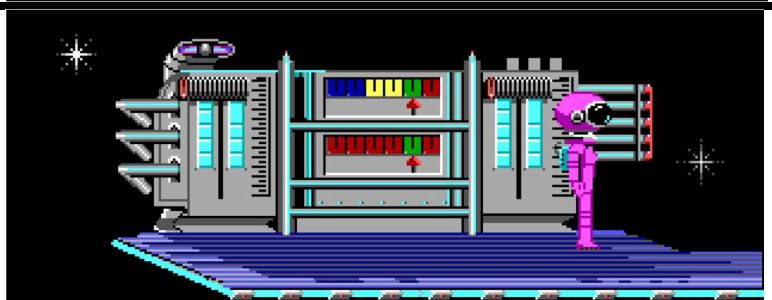
Use ladder on pedestal. **Press** crystal ball. **Take** ladder and enter. **Switch** on torch.



Go through the pink door. Go left until you find a blue door. Go left to a pink door. Enter.



Press both switches. If both arrows are on the green mark you can take off the helmet. Leave, go left and enter the blue door.



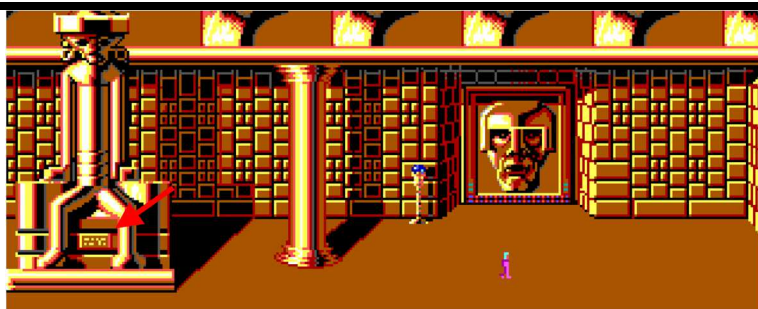
Walk right until you enter a room. Read symbols under the sphinx and note it as Egypt! This is a sample!



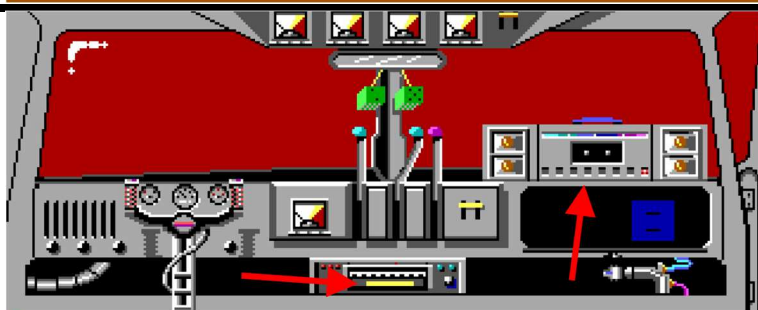
Leave the room, go left to the door, go right to the end, go right to the end and go left to the great hall.



Go right to the second statue, **Read** again the drawing and mark it as the Mexican. Go to the last portal and **Use** ladder on pedestal



Switch to Melissa. Go into the van, **Take** DAT-tape, **Take** Ghetto blaster, **Use** oxygen and go to Leslie.



Switch to Leslie. Give yello tape to Melissa. **Switch to Melissa.** **Use** tape on DAT-Tape. **Use** tape in ghetto-blaster. **Switch on** ghetto-blaster, **Recording.** **Press** crystal ball.



Go to the middle portal. **Switch on** blaster, **Play.** Go in and right, until you enter a room. **Take** ankh, return to the great hall and to Leslie.



Go in and right, until you find a doorway. **Use** ankh with panel. **Press** button. **Take** the keys and return to the hall. **Switch to Zak.**



Go through the jungle to the airport. Travel to Cairo. Go to a leg of the Sphinx. If there are no yellow point, change the leg. Use the crayon and paint the Agyptian Sign by clicks on the positions.



The way is easy: go always through the doors with the sun and at last the door with two eyes. You can't read the hieroglyphics,

Switch to Annie.



Take blotter. **Take** cashcard. Leave. Go to Lou's Loan and **Buy** Gittar. Go to bus and **Use** bus with gittar. **Use** reader with cashcard. Fly to London, fly to Egypt.



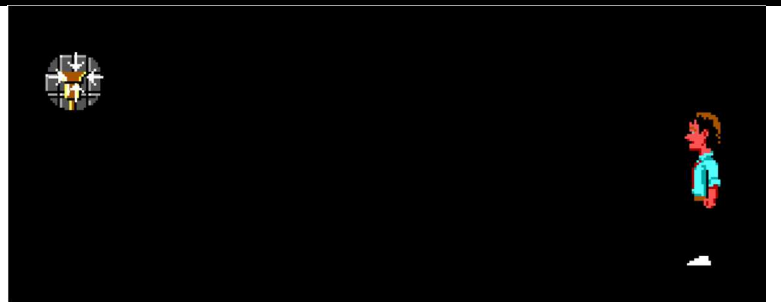
Go to Zak. **Read** Hieroglyphs. Press buttons in the given series. **Read** drawing above and note it as the Marsian. Use crayon with wallpaper piece. Go both back to Cairo.



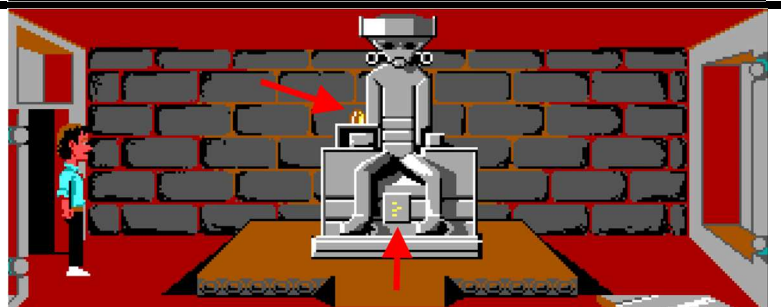
Switch to Zak. Fly to Miami. **Give** book to man to get whiskey. Fly to Mexico. Go through the jungle to the pyramid.



Switch on lighter. Find torch and **Use Lighter on** with torch. Go through the entrance left beside the torch. **Switch off** lighter.



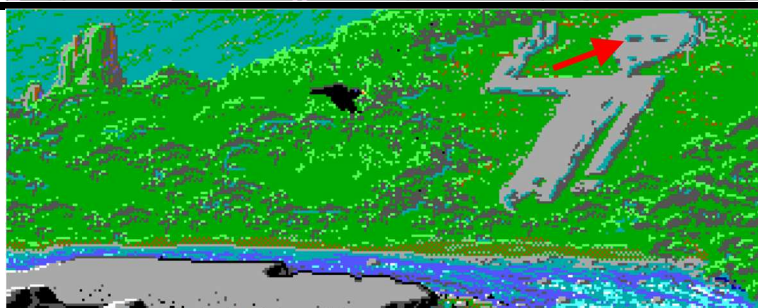
Switch on lighter. Find torch right from you and go through the door right of the torch. Again the same method and go right. Go through the right door and enter the room. **Use** crayon with carving and draw **Mexican** symbol. **Take** shard.



Go back to the airport and fly to Peru. Go through the jungle and find a bird feedyard. **Use** breadcumbs with yard. Now you have to be fast! **Save!**



Use Blue Crystal with bird. Cutscene. After that fly right to the strange carving and into the left eye.



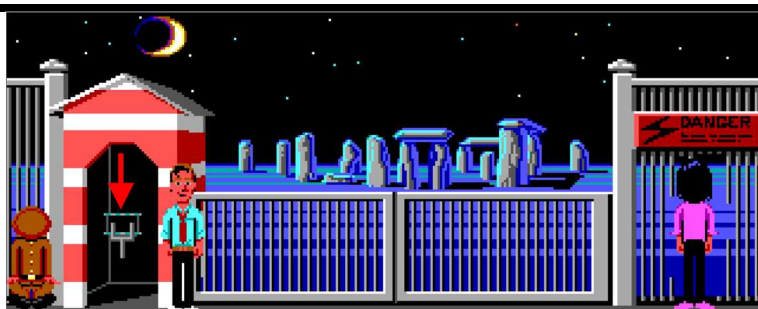
Take scroll and fly back at once. **Give** scroll to Zak. **Change** to Zak and leave immediately to the jungle! If you are fast enough, you see a scene with the alien, who missed you. Otherwise ...



Fly over San Francisco to London. **Switch to Annie.** Annie should be in Cairo and takes a flight to London. **Switch to Zak.** Give to Annie: whiskey, wire cutter, scroll, flagpole and 2 crystal sharts.



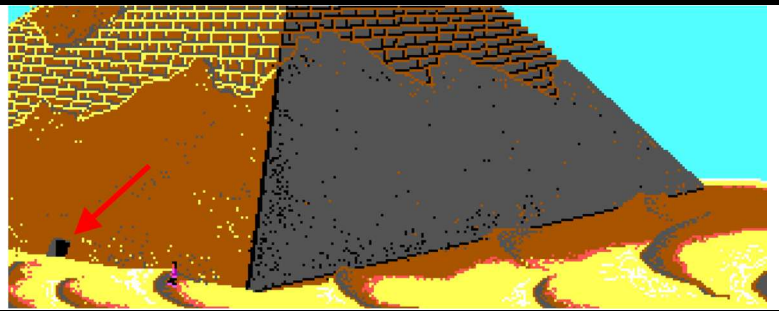
Switch to Annie. **Give** whiskey to guard. **Use** switch. **Use** wire cutter on fence. Go to Stonehenge.



Use ... on altar: two shards and the flagpole. **Read** scroll. **Take** Yellow Crystal and leave. **Give** Yellow Crystal to Zak.



(Still Annie!) Fly back to Cairo. Go left to the pyramid and enter. It's dark. Go right until you find a doorway. Enter.



If Annie has the lighter, there is a torch nearby, but this is not necessary.

Switch to Zak.



Fly to Cairo and Zaire. Go through the jungle and Give Yellow Crystal to doctor. Now you can teleport with the card. Ocean you can only teleport away.



Use Yellow Crystal and teleport to Peru. **Take** candelabra. Teleport to Seattle, in the cave go left and leave to the airport.



Fly to Miami and then to the Bermuda Triangle. Get something to write and perhaps save. Be ready to note the combination, which the pilot uses. Or better record it.



Don't enter the plain! Save. Press button beside the door. **Give** Fan Card to King. Again note the combination you get. Return and **Read** Lotto. **Note the numbers.** Use the last combination and go in the middle of the platform.



This part is not really necessary, but you get more money.

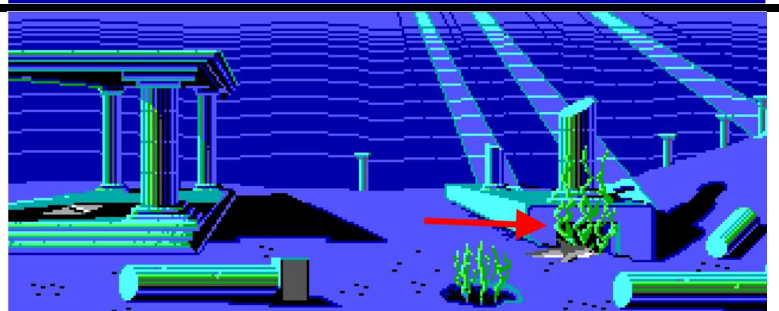
You return to your home in San Francisco. Switch on the answering machine to hear mama's voice. Go to Lou's Loan and Buy Lotto.



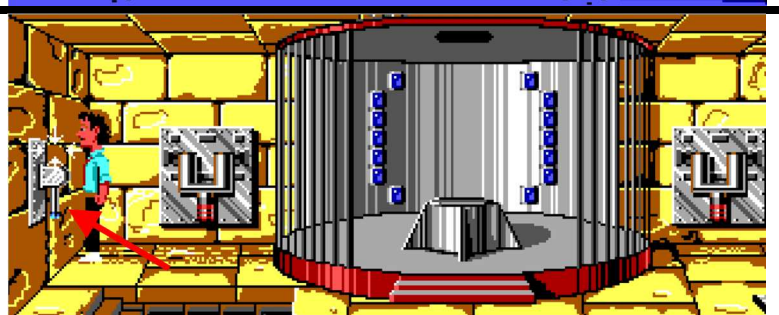
Fly to Miami and Bermudas, but this time you use the combination of the pilot. Use parachute, Use kazoo. Save. Use blue crystal on dolphin.



Again be fast! Swim right. Take seaweed. Take shiny object. Swim to Zak and give object to Zak. Change to Zak and teleport to Seattle.



Fly to SFO and get your money at Lou's. Teleport to Egypt, **Use** leaver, **Switch** to Annie and let her in. **Give** lighter to Zak. **Use** Leaver



Zak teleports to the marsface. **Use** crayon with painting, the mars painting. Leave through the middle door, go right until a door, then go left and reach the great hall.



Go to the left portal and talk with the girls. **Put on**: wetsuit, fishglass, oxygen tank. **Use** sealtape on fishglass. Go with all three persons to the exit. Then go with all three to the bus and enter. Before you leave use oxygen.

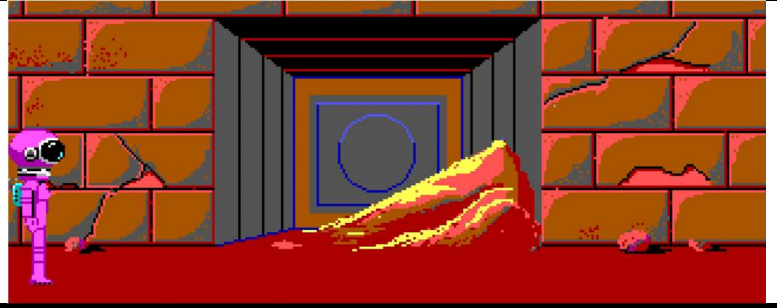


Btw: every time Leslie takes off and on the helm, she changes the haircolor

Now go with all three to the monolith and Use cashcard with monolith. And this with all three persons. Then **Use** coin with train for all three and be fast.



Switch to Leslie. Go to pyramid. **Use** broom alien with dust. Get Zak and Melissa to the door.



Switch to Zak. **Use** hairpin with lock. **Switch to Leslie.** Go in, go to the opening and **Press** feet of sarcophagus. Follow with Zak and Melissa.



Go up the stairs on the left with both. **Melissa:** **Use** golden key with chest. Now be fast: **Press** button. **Zak:** **Take** crystal. Teleport to Egypt.



Now build the machine: **Use** glowing object with socket, candelabra, blue, white yellow crystal. **Use** switch left and right.



And you saved the world. An epilog follows and naturally a happy end.

