ZAK McKRACKEN

AND THE ALIEN MINDBENDERS™

INSTRUCTION BOOKLET

About *Zak McKracken and the Alien Mindbenders*

It's 1997, and the world is a dumber place than ever... Space aliens have built a stupidity machine that's slowly reducing everyone's IQ to single digits. Worse yet, the only person who can stop them is Zak McKracken, reporter for the disreputable *National Inquisitor*, who dreams up stories about carnivorous cantaloupes and vegetarian vampires.

They've taken over the phone company... Sure sounds like another one of Zak's tabloid fantasies. But while most people wouldn't believe him, he finds three who don't need convincing—Annie, head of the Society for Ancient Wisdom, and her friends, Leslie and Melissa, two Yale coeds who traveled to Mars in their modified van. The four of them must piece together fragments of an ancient puzzle, unmask the aliens, and destroy the stupidity machine.

Here's where you come in... You direct the actions of Zak, Annie, Melissa, and Leslie, taking them to many exotic places where they discover some pretty strange objects—and some even stranger characters!

To help you solve the game's dozens of puzzles, movie-like "cut-scenes" will appear from time to time. They will reveal new dimensions of the story by showing you what's happening elsewhere in Zak's world. You'll also find plenty of valuable clues in the enclosed copy of the *National Inquisitor*.

If this is your first computer adventure game, be prepared for an entertaining challenge. It may take a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or use an object you haven't yet found. But if you hang in there and *use your imagination*, you will guide Zak and company to victory!

Getting Started

NOTE: *It is recommended that you first make backup copies of all disks and put the originals in a safe place.*

IBM, Tandy®, or Compatible: You can play from either a hard drive or a floppy drive.

From a floppy drive, after booting, place Disk 1 in drive A and type: **A:**

When you see the A: prompt, type: **zak**   When prompted, put in Disk 2 or 3.

To install *Zak McKracken* on a hard disk, copy all the files from your Zak McKracken disks into a directory called "zak" on the hard disk. If your hard disk is drive C, you would use the following commands:

c:	(to get to your hard drive)
mkdir zak	(to create a directory for *Zak McKracken*)
cd zak	(to go into the new directory)
copy a:*.*	(repeat for each diskette to copy all the *Zak McKracken* files into the new directory)

Use these commands to start the game from your hard disk:

cd zak   (to change to the correct directory)

zak   (to start the game)

To use a two-drive IBM system, press Shift-D any time after the first screen appears. If you are using 5 1/4" diskettes, keep Disk 2 in drive B and swap Disks 1 and 3 in drive A when prompted. If you are using 3 1/2" diskettes, keep Disk 1 in drive A and Disk 2 in drive B.

If you have a 1.2M or larger diskette drive, you may copy the files from *all* the *Zak* diskettes onto a single high-density diskette.

Amiga: Bring up Workbench on your Amiga. Insert Zak McKracken Disk 1 in your disk drive. Open the disk icon and double-click on the *Zak* icon (the big nose glasses). When prompted, put in Disk 2.

To use a two-drive Amiga system, place Disk 2 in your second drive.

To install *Zak McKracken* on a hard disk, first use your Workbench menu to create an empty file drawer called *"Zak"*. Without opening the *Zak* drawer, insert Disk 1 into the drive, double-click on its icon, and drag both the *Zak* and *Rooms* icons into the new hard disk drawer. Then insert Disk 2 into the drive, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. (**Note:** If you open the hard disk drawer before moving the icons, take care not to drag the second *Rooms* icon on top of the first one. If you do so accidently, simply delete the hard disk *Rooms* drawer and re-copy the *Rooms* icons from *both* disks. If you launch *Zak* from the CLI, *you must first move to the Zak directory*.)

Atari ST: Insert Zak McKracken Disk 1 in drive A. Open the drive A drawer icon and double-click on the Zak program icon (ZAK.PRG) you find inside. When prompted, put in Disk 2 or Disk 3.

To use a two-drive Atari ST system, place Disk 2 in drive B. When prompted to insert Disk 3, you may put it in either drive. You may reduce disk swaps by keeping Disk 2 inserted at all times and swapping Disks 1 and 3 when prompted.

If you have double-sided drives (720K), you may combine the three *Zak* disks as follows: format two 720K diskettes. Copy the contents of Disk 1 to your first formatted diskette. Next copy the contents of Disks 2 and 3 to your second formatted diskette. To play the game if you have a single-drive system, insert your new Disk 2/3 when either Disk 2 or 3 is requested. If you have a two-drive system, keep both new disks inserted.

To install *Zak McKracken* on a hard disk, create a folder called *"Zak"*. Without opening the *Zak* folder, insert Disk 1 into the drive and copy its contents by dragging its icon into the new hard disk folder. Then open the hard disk *Zak* folder. You will see the Zak program and a folder called *"Rooms"*. Insert Disk 2

into the drive and drag its icon into the *Rooms* folder on the hard disk. Finally, insert Disk 3 into the drive and drag *its* icon into the *Rooms* folder on the hard disk.

Cursor Control (IBM only)

For keyboard cursor control, use either the arrow keys or the keypad:
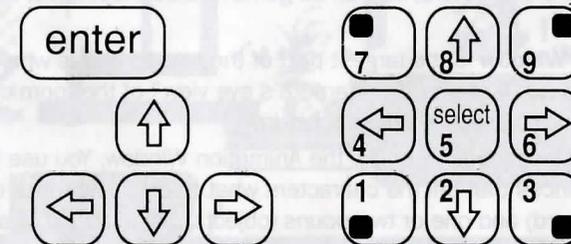
Numbers 1, 3, 7, and 9 take the cursor directly to the corners of the display; use the even-numbered keys for finer navigation.

You can use a mouse if you have installed a compatible mouse driver. The left mouse button corresponds to "enter." Use the right mouse button (or right joystick button if you have a two-button joystick) to override cut-scenes. To select joystick or mouse, type:

Shift-J— Toggle joystick on/off   Shift-M— Toggle mouse on/off

Setting Preferences (IBM only)

When loaded, the program will select the best mode for your machine. When the game is running you can select other graphics modes by using these shifted keys:

Shift-V—VGA/ MCGA mode   Shift-H— Hercules mode

Shift-E— EGA mode   Shift-T— Tandy 16-color mode

Shift-C— CGA mode

After selecting the modes that you want, you can type "Shift-W" to write your preferences to disk. To Read the preferences while playing the game type "Shift-R", or type "zak p" when starting a game.

Note: The program will do nothing if you select a mode or input device that your machine can't support. If you have an EGA or VGA card and are willing to trade colors for speed, try playing the game in CGA mode.

Snap Scroll (IBM only)

On slower machines, you may want to disable smooth scrolling to speed up game play. Press Shift-S to toggle the Snap Scroll mode.

Playing the Game

After the opening title sequence, you will see Zak standing in his bedroom. When he turns to face you and the text appears at the bottom of the screen, you will be ready to start directing his actions.

1) The Message Lines are the two lines at the very top of the screen. Words spoken by any of the characters, as well as game-related messages, appear here.

2) The Animation Window is the largest part of the screen and is where the animated action takes. It shows the "camera's eye view" of the room or location that the currently active character is in.

3) The Sentence Line is directly below the Animation Window. You use this line to construct sentences that tell the characters what to do. A sentence consists of a *verb* (action word) and one or two *nouns* (objects). An example of a sentence you might construct on the Sentence Line is "Use crayon on torn wallpaper." Connecting words like "on" or "with" will be automatically inserted by the program.

4) Verbs must be selected from the words in the columns below the Sentence Line. All the verbs shown can be used. Check the list from time to time—new verbs will appear as the game progresses. To select a verb, position the cursor over the word and click.

5) The Inventory is the area below the Verbs. Each character you control has his or her own Inventory. At the beginning of the game Zak starts with only one object. When a character picks up or is given an object during game play, the object's name is added to the character's Inventory. There is no limit to the number of objects a character can carry. When there are more than four objects in an Inventory, arrows appear in the middle of the list. Use them to scroll the list up or down.

Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Animation Window and clicking. Most objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you click on it. You may also select nouns by clicking on them in the Inventory.

To move a character around, select "Walk to" from the Verbs by positioning your cursor over it and clicking. Then move your cursor into the Animation Window, point it where you want the character to go, and click. If you point to an open door and click, the character will walk through it. Notice that "Walk to" appears automatically on the Sentence Line after a sentence has been executed—this is because moving around is what your characters will be doing most often.

To tell a character to carry out the directions you've put on the Sentence Line, either click once more on the final noun or verb selected, or click once on

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the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

To replace a noun or verb on the Sentence Line without reconstructing the entire sentence, simply click on the replacement word. It will appear in the right place in the sentence.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. When you are viewing a cut-scene, you do not direct the action so the text below the Animation Window disappears.

Keyboard Commands

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pushing the button; pressing the key twice is the same as double-clicking on it. The keys are mapped according to the layout of verbs on the screen:

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You can also select inventory items from the keyboard. On the screen, you can see four items at a time in the inventory list. Use the following keys:

U Scroll list up **I** Upper left item **O** Upper right item

J Scroll list down **K** Lower left item **L** Lower right item
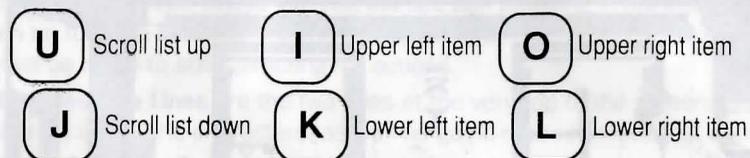
Things to Try

Open Zak's dresser drawer. Select "Open" from the Verbs and then click on the dresser in Zak's bedroom, creating the sentence, "Open dresser." Click again on the dresser to execute the sentence. Zak will walk over to the dresser and open it.

To pick up the plastic card under Zak's desk, try the sentence, "Use phone bill with plastic card."

> **First,** place your cursor over the "Use" verb and click once. "Use" now appears on the sentence line.
>
> **Second,** move the cursor over the phone bill in the drawer and click once, creating the sentence "Use phone bill with."
>
> **Third,** select the plastic card by moving your cursor over the object in the Animation Window. By double-clicking on the plastic card you can complete the sentence and execute it at the same time. Notice that Zak was smart enough to pick up the phone bill first.

Read Zak's phone bill by moving the cursor over "phone bill" in the Inventory list below the Verbs and click once, creating the sentence, "Walk to phone bill." This time, instead of clicking on the noun a second time, click on the "Read" verb, changing the sentence to "Read phone bill." Click once more on the "Read" verb and Zak will read the bill. Notice that the final click can be on either the noun or the verb.

Walk Zak to his living room by first opening his bedroom door ("Open door") and then walking through it ("Walk to door"). The screen will iris to black while the next room is loaded from disk.

Special Verbs and Function Keys

To switch control from one character to another, select the verb "Switch." The names of the four characters you can control will appear as Verbs. Place the cursor over the name of the character you want to control and click once. As a short-cut, you can use function keys **F1—F4** to change characters (see below). **NOTE:** The Switch verb will not appear until Zak has solved several puzzles and meets Annie.

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To find out what is in a room, select the "What is" verb and move the cursor around the room. When the name of something appears on the Sentence Line, you'll know that it is an "active" object and you might want to use it in the game. If you click on that object, the "Walk to" verb will appear instead. You can then click on the object a second time to make your character walk to it, or you may click on any other Verb that you want to use with that object.

To save your progress in a game, so that you can turn the computer off and start again in the same place, use the "save" feature. "Save" will not work during cut-scenes. You can "save" up to ten games on *a floppy disk or your hard disk*, depending on how much free disk space there is. Previously saved games will have an asterisk next to them, for example: Game B*. Simply press the Save/Load Game function key (**F5**) and follow the on-screen instructions.

> **IBM or Atari ST:** If you are using diskettes, you may save on any formatted diskette, including the game disks if there is room. You will be prompted to insert a save-game diskette in the drive that *Zak* was started from. If you installed *Zak* on a hard disk, the saved games will be stored in the *Zak* directory.
>
> **Amiga:** If you are using diskettes, *you may only save games on your Zak McKracken Disk 1*. If you installed *Zak* on a hard disk, the saved games will be stored in the *Zak* drawer.

To load a game you have saved, use the Save/Load Game function key (**F5**) anytime after *Zak McKracken* has been loaded. You can do this during the opening sequence, but not during other cut-scenes. Follow the directions on the save-load menu.

To bypass a cut-scene, use the right mouse button or the **Esc** key. After you've played *Zak McKracken* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence. (While traveling on jet airliners during the game, this same key can be used to reach your destination immediately.)

To restart the game from the beginning, press the **F8** key.

To pause the game, press the space bar. Press it again to resume play. The game will automatically pause if you make no input for five minutes, and you will need to press the space bar to continue playing.

The cursor will change when the disk is being accessed or the game is paused; a picture of a snail replaces the cursor during these times.

To adjust the speed of the Message Line to suit your reading speed, press the < key to make the messages stay up longer or the > key to make them stay up for a shorter period of time.

To turn the IBM or Atari ST sound off and on, press the **F6** key. Note that Amiga sound can be adjusted with the volume control on the monitor or stereo.

To end the game, press **Ctrl-C**.

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Function and Command Keys

	IBM	AMIGA	ATARI ST
Switching Characters:			
Zak	F1	F1	F1
Annie	F2	F2	F2
Melissa	F3	F3	F3
Leslie	F4	F4	F4
Save or Load a Game	F5	F5	F5
Bypass a Cut-Scene	Esc or right mouse/joystick button		
Sounds Off/On	F6		F6
Restart a Game	F8	F8	F8
Pause Game	Space Bar	Space Bar	Space Bar
Message Line Speed:			
Faster	>	>	>
Slower	<	<	<
Two-Drive Mode	Shift-D		
Snap Scroll On/Off	Shift-S		
End a Game	Ctrl-C	Ctrl-C	Ctrl-C

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. In fact, we make it downright difficult to get a character "killed."

We think you'd prefer to solve the game's mysteries by exploring and discovering. Not by dying a thousand deaths. We also think you like to spend your time involved in the *story*. Not typing in synonyms until you stumble upon the computer's word for a certain object.

Unlike conventional computer adventures, *Zak McKracken and the Alien Mind-benders* doesn't force you to save your progress every few minutes. Instead, you're free to concentrate on the puzzles, characters & outrageous good humor.
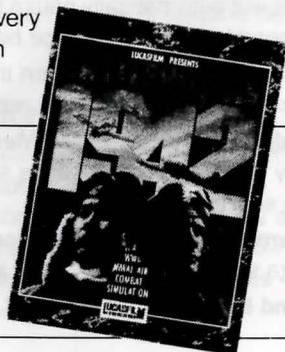
A Few Helpful Hints

- Pick up *everything* you can. Odds are, at some point all those strange things will serve some purpose.
- Read the *National Inquisitor* thoroughly. It's full of clues. For example, the article about jet lag suggests that Zak might create a diversion in the airplane, get the stewardess temporarily out of the way, and find a valuable hidden object.
- Almost everyone you can interact with has something to offer—the French baker, the bum in the airport, even the two-headed squirrel.
- If you get stuck, and can't figure out how to go farther, try looking through all the items you've found and thinking how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.
- You have to go out of your way to get characters in *Zak McKracken* killed, so you don't have to constantly save games before proceeding.
- Several of the puzzles require coordination between two or more of the characters.
- There is more than one way to solve many of the puzzles.
- If you feel like it, take a whirlwind tour around Zak's world first, then settle down to serious puzzle-solving.
- If your CashCard runs low, figure out how to win the lottery!
- If you want to speed up game play, order a hint book.

IMPORTANT!
Using Your Exit Visa Code Book

Without it, you won't be able to take international flights—and you won't be able to complete the game.

To use the code book, watch for the Exit Visa Code reference on the screen when you're buying a ticket to leave the United States. You'll see, for example:

Travel key is: Section 4 (C 22)

Now, you should turn to the indicated section, column, and row and find the four symbols. They refer to the symbols on the screen, which you should then click in order. Once you've entered the code correctly, you can go on with the game. If you enter incorrect codes too many times in a row, something embarrassing will happen to you.

From the makers of NUKE'M ALARMS...

ZAP'EM II™ EXIT VISA SECURITY SYSTEM

Warning! Any attempt to breach airport security without the proper security code will result in IMMEDIATE and HUMILIATING INCARCERATION without bail, trial, or exception.

DO NOT DISCARD!

"Whoa...I'm playin' it straight next time. These guys are relentless."
—Freeloading Frank

This is your personal copy of the security codes for *Zak McKracken and the Alien Mindbenders™*.

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P-LF2-FORM

SECTION 1

	A	B	C	D	E	F	G
1	□	□	■	□	□	□	+
2	□	□	■	□	+	□	□
3	□	□	□	□	□	□	□
4	□	□	□	□	□	□	□
5	□	□	■	□	□	□	□
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7	□	■	□	□	□	□	□
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25	□	□	□	+	□	■	□
26	□	□	■	■	■	□	■
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SECTION 6

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SECTION 7

	A	B	C	D	E	F	G

THE FOLLOWING TITLES ARE ALSO AVAILABLE IN THE KIXX XL RANGE

TITLES	ATARI ST	AMIGA	PC 3.5"
BATTLEHAWKS 1942™	£14.99	£14.99	£14.99
INDIANA JONES™ and the Last Crusade - The Graphic Adventure	£14.99	£14.99	£15.99
FUTURE WARS	£12.99	£12.99	£12.99
MIDWINTER	£12.99	£12.99	£12.99
World Class LEADER BOARD™ - The Series	-	-	£12.99

WATCH OUT FOR FURTHER NEW RELEASES IN 1993!

Available from all good computer retail outlets. Should you encounter any difficulties in obtaining any of the titles listed, contact KIXX on 021 625 3311.

For hardware compatibilities, please refer to the box or alternatively contact KIXX on 021 625 3311. KIXX reserve the right to change the recommended retail price without prior notification.

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