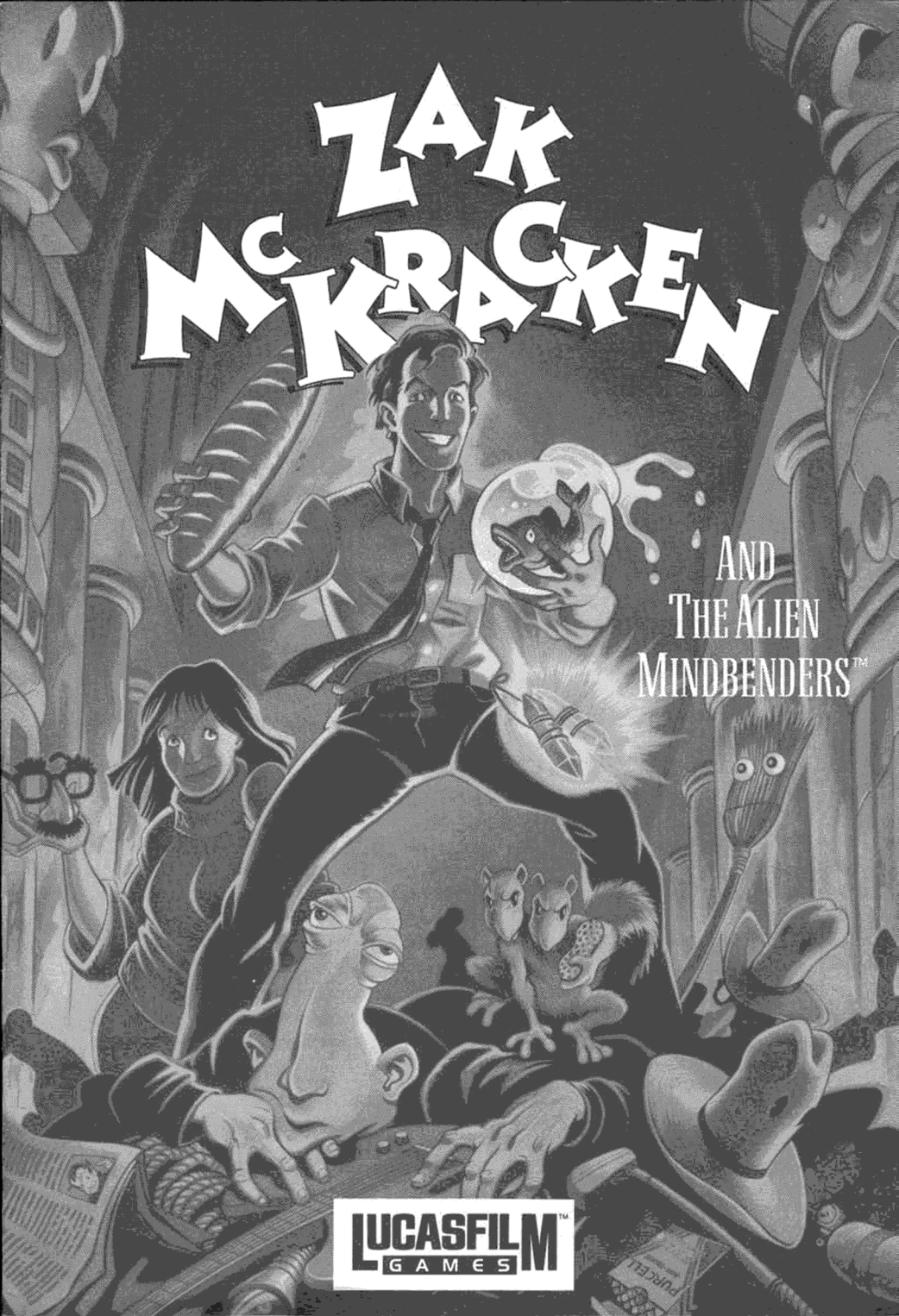


ZAK MCKRACKEN

AND
THE ALIEN
MINDBENDERS™



LUCASFILM™
GAMES

ZAK MCKRACKEN AND THE ALIEN MINDBENDERS™

by Lucasfilm Games™

Created and Designed by
David Fox, Matthew Kane, David Spangler, and Ron Gilbert

Scripted and Programmed by David Fox and Matthew Kane
"SCUMM" Story System by Ron Gilbert

Background Art by Mark J. Ferarri, Basilio Amaro, and Martin Cameron
Character Animation by Gary Winnick

IBM® Sound Effects by Matthew Kane and David Warhol
Amiga® Sound Effects by Brian Hales

Atari ST® Sound Effects by David Warhol and Dan Filner
Original Music by Matthew Kane
IBM Version by Aric Wilmunder
Amiga Version by Aric Wilmunder, Edward Kilham, and Steve Hales
Atari ST Version by Aric Wilmunder, Steve Hales,
Bill Darrah, Brian Hales, and John Russell

Creative and Technical Support by Ron Gilbert, Aric Wilmunder,
Chip Morningstar, Noah Falstein, and Randy Farmer

Project Directed by David Fox

Lucasfilm Games General Manager, Steve Arnold
Production Management, Akila J. Redmer
Marketing Management, Doug Glen
Administrative Support, Paula Hendricksen and Mary Bihl

Thanks to all our playtesters,
especially Judith Lucero Turchin, Kris Kahn,
Leslie Edwards, Kalani Streicher, and Tim Partenfelder

Cover art by Steve Purcell
Package designed by Paul Curtin
National Inquisitor written by Victor Cross

Special thanks to George Lucas

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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 accidentally, 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.

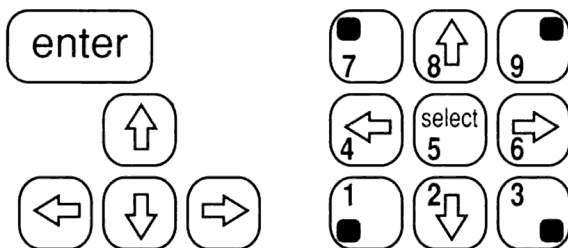
If you have double-sided drives (720K), you may combine the three *Zak* disks as follows: format two 720K diskettes. Copy the contents of Disk 1 to your first formatted diskette. Next copy the contents of Disks 2 and 3 to your second formatted diskette. To play the game if you have a single-drive system,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



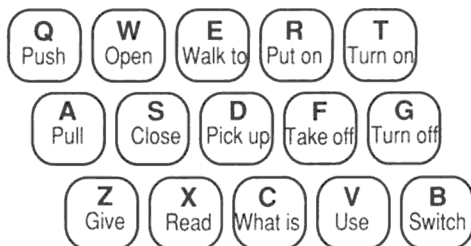
the Sentence Line itself. If nothing happens, double check the way you constructed the sentence.

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.

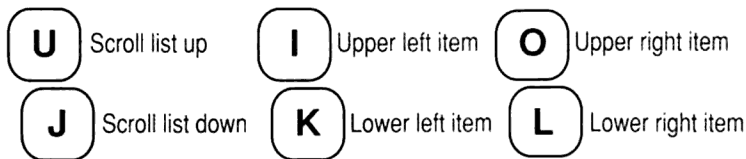
“Cut-scenes” are short, animated sequences—like scenes from a movie—which can provide clues and information about the characters. When you are viewing a cut-scene, you do not direct the action so the text below the Animation Window disappears.

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:



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:



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.

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**.

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.

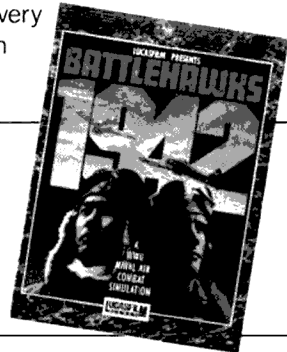
Unlike conventional computer adventures, *Zak McKracken and the Alien Mindbenders* doesn't force you to save your progress every few minutes. Instead, you're free to concentrate on the puzzles, characters & outrageous good humor.

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simulation gamer and the action gamer as well."

— *Computer Gaming World*



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! Don't Lose 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.

If you lose the code book, you may purchase another from Lucasfilm Games. Call (415) 662-1902 for details.

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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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SECTION 2

A B C D E F G

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6	0000%	00000	00000	+0000	00000	0000+	00000
7	0000+	00000	0000+	00000	00000	0000+	0000+
8	0000+	+000+	0000%	0000%	0+000	00000	+0000
9	0000%	00000	00000	+0000	00000	00000	00000
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24	00000	00000	00000	0000+	0000%	0000+	00000
25	0000+	0000%	0000%	00000	00000	+0000	00000
26	00000	00000	00000	+0000	0+000	00000	00000
27	00000	0+000	00000	00000	00000	0000+	0000%
28	0000+	00000	0000+	+000+	0000%	00000	0+000
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SECTION 3

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4	□□□%	□□□+□	□□□□	≡□+□	□□□□	□□%□	□□□□
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6	□□%+	%□□%	□□□%	□□□□	□+□□	□+□□	□+□□
7	□+□%	□□□□	□□□□	□□□□	+□□□	□□□□	□□+□
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3	01100	200%0	00000	000%+	1100%	000%0	00110
4	00000	0011+	0+0+0	0+11%	00000	11000	00000
5	00000	00110	+ + 000	11010	00000	000+0	000%0
6	00000	00000	00000	000+0	000+0	21100	011%0
7	000+0	011%0	1100%	000%0	11000	00000	00110
8	00000	00110	00000	11010	00000	000+0	000%0
9	00000	00000	00000	000+0	000+0	00000	000%0
10	000+0	110%0	00000	011%0	+1100	00000	00110
11	00000	00110	0+000	0+110	0+200	00000	00000
12	11000	0+000	00000	00000	000+0	000+0	000%0
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SECTION 7

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2	8+90	9011	11222	2011+	0022	3340	5566
3	8901+	9999	0000	9999	99+9	8888	0990
4	8880	9990	8888	9+99	8888	9999	9911
5	8888	999+	888+	1111%	1180	0+50	8+11
6	9+9+	9+11	9999	8011	+022	9088	8088
7	9900	9999	0000	0088	911+	9999	89+9
8	9111	011+	888+	099%	8880	1188	8811
9	999+	099%	899%	0+11	1188	9999	0999
10	9900	0999	0000	+088	80+0	9999	999+
11	9999	9999	0999	899%	999+	999+	0011%
12	9999	9911	0999	0911+	1199%	0900	9999
13	800+	909%	999%	9999	811+	9199	911%
14	8888	9999	1111	9999	1188	0+90	9011
15	8999	0999	9+99	9911	8888	090+	8899%
16	1111	9999	9999	909+	90+%	9999	8899
17	899+	099%	1199%	119%	8888	9999	++11
18	999%	9990	0990	9911	9999	0999	9999
19	9999	9999	9999	0999	011+	999+	911%
20	9999	999%	9999	099+	999%	9+9%	9911
21	1199	9911+	999+	9911%	0999	1111	9999
22	9999%	9999	9990	9999	90+9	9999	099%
23	9999	9999	9999	9999	0000	9999	9911+
24	9+99	9911	0999	9911	999+	999%	9999
25	0000	+09+	999+	999%	911+	9119	011%
26	9999%	099%	9999	999%	9+09	9+99	0+11
27	9999	0999	0099	9911	9999	9999	+99+
28	9999	9999	9999	9999	00++	999%	999%
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Bigfoot Wins Kissing Contest

The National Inquisitor



MARCH 29, 1997

\$12.50

HOLY MEN SEEK GOD ON THE GOLF COURSE!

*Brain-Boggling
Beings Crossing
Everyone's Wires*

**Stupidity
Epidemic
Linked To
Phone
Company
Space
Aliens!**

[See Page 2]



Furry Freak In Forest Frenzy

**Two-Headed Squirrel
Attacks Two
Campers
At Once!**



**ALIEN
AMUSEMENT
PARK FOUND
ON MARS!**



[See Page 4]

SCRAMBLED

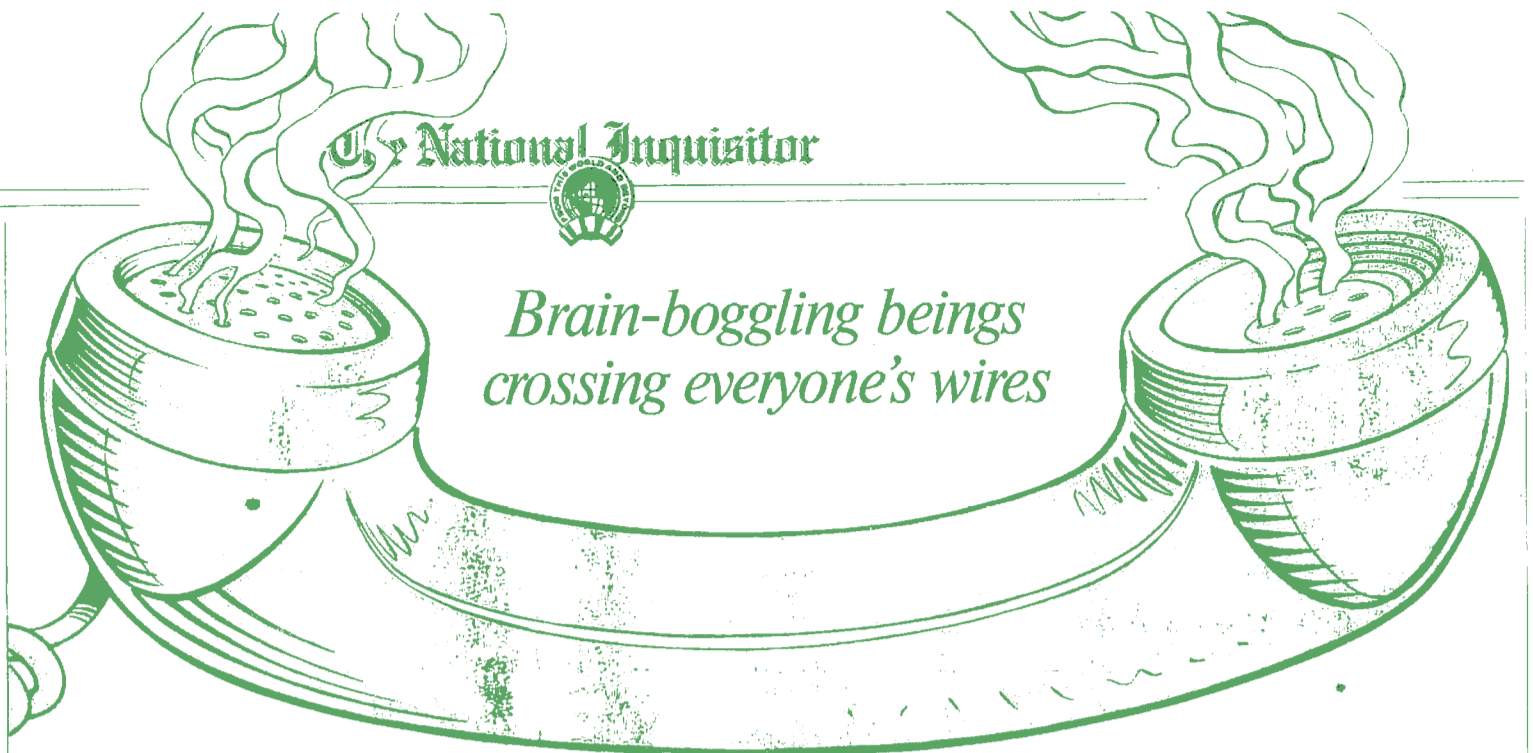
SON TRIES

TO KILL

PARENTS

WITH EGGS!

[See Page 2]



Brain-boggling beings
crossing everyone's wires

You've cried
to the best, now cry
to the rest...

40 Of The All-Time Greatest Melancholy Melodies!

You get all the best
misery songs, including:

♪
Ditty of Despair

♪
My Beers Taste Like Tears

♪
I Walked A Mile For Camelia
(But She Told Me To Take A Hike)

♪
Big Rig Mama (Stop
Double-Clutching My Heart)

♪
She's Cruisin' And I'm Boozin'

♪
Don't Do To Me
What You Did To Me

♪
Feel Like A Meadow Muffin

♪
Why Did You Plant On Me
When It Was Only First Down?

♪
She Left With The Milkman
And Curdled My Heart

♪
Hello Again, Mr. Daniels,
Mr. Beam, Mr. Dickel

♪
My Heart Loves You,
But My Liver Don't

♪
I'm Baiting My Hook -
And Throwing You Back

♪
First She Made Love,
Then She Made Tracks

♪
I'm As Blue As A Hairless
Polar Bear

♪
My Ducts Runneth Over

♪
I Cried Me A River,
Then I Drank Like A Fish

♪
And many, many more, all on
Digital Audio Tape (DAT)

Send \$99.99 to:

Milo's
Miserable Music
3074 Melody Lane
Harmony,
Louisiana 63927

WORLDWIDE STUPIDITY EPIDEMIC LINKED TO SPACE ALIENS IN PHONE COMPANY.



PHONE COMPANY PHONY? Some scientists think that phone workers like this are really space aliens!

THE PHONE COMPANY IS reaching out and touching people everywhere—and leaving them with the I.Q. of a turnip!

A mysterious force emanating from phone lines apparently has the power to turn even rocket scientists

into mush-for-brains morons!

Representatives from the phone company refused to discuss this large-scale lobotomy, but irrefutable rumor has it that they are actually space aliens who have taken control of this irreplaceable institution.

"I'm positive that they're from

outer space," said Dr. Raoul Equinox, a noted Peruvian alienologist. "Picking the phone company for their takeover was definitely 'the right choice' for them!"

According to Dr. Equinox, this extracurricular extraterrestrial activity began back in 1947, around the time of the first UFO sighting. Once they completed their takeover, they began sending a 60-cycle humming sound over the phone lines.

"This synapse-sizzling signal has the power to turn the population into driveling dolts. Anyone who is near a phone or phone line is sure to be affected by it."

Dr. Equinox points to the events of the last 50 years to back him up. "Hasn't the world become a stupider place to live in? Look at what's taken place since 1947. There was McCarthyism in the '50's, the cancellation of *Star Trek*, and the

GRAPHIC STUPIDITY

Intelligence Quotient

STUPID

SLOW

DULL

SHARP

1947 57 67 77 87 97

Dr. Equinox's graph proves that the world population has become increasingly stupider since 1947.

popularity of bell-bottoms in the '60's, Watergate, pet rocks, and washable leisure suits in the '70's, rainforest destruction, 'Baby On Board' stickers, and the popularity of tabloids in the '80's, time-share condos in Antarctica, android dating services, and the nose-glasses boom in the '90's... the list goes on.

"We've got to hang up on these long-distance operators—before they completely disconnect us!"

Scrambled Son Tries To Kill Parents With Eggs!

A 14-year-old boy tried to murder his parents—by laying three dozen eggs in their microwave oven!

Police said that Kenny Klingster batched the plot after an argument with his mom and dad about why he couldn't have Twinkies for breakfast. The teenage terminator waited until they were in the kitchen before putting the nearly-fatal feast in the

microwave and turning it on.

"It was no accident—Kenny knew that eggs explode in microwave ovens," said Sergeant Max Moniker. "If his scheme had worked, his parents would have been shells of their former selves."

Luckily, the Klingsters left the kitchen to answer the doorbell—only seconds before the deadly breakfast exploded. The erupting eggs made



EGG-SPLOSION? That's what happened when 36 eggs were placed in a microwave by the Klingster's conniving child! Police say if they hadn't left their kitchen, the yolk would have been on them!

more noise than a PLO birthday party.

"We thought terrorists had invaded our kitchen," said a shaken Mrs. Klingster.

As it turned out, there were no terrorists—just a 14-year-old rotten egg, hiding in his bedroom, where police arrested him.





Dollars And Cents... It's all in the Cards!

Experts agree that it's only a matter of time before currency and coins will become extinct!

That's because the popularity of CashCards™ has forced dollars and cents to go the way of the blue whale, the ozone layer, and the \$5.00 candy bar.

Here are just a few examples of the bang of this brand-new buck:

- The U.S. Mint has completely stopped printing money. "Their main office is down to one employee," said a source. "And she's doing her nails a lot these days."

- Yukophobia, or fear of germs on money, has spread throughout the world. "Victims think that money is a gross national product," said Dr. Max Shylock, an expert on the subject.

- One-pocket clothing has suddenly become the fashion rage. "Since nobody's carrying money these days, you don't need four pockets," said fashion expert Mel N. Colia. "A CashCard™ is a lot smaller than a big wad of money, and you can always find out what your up-to-date balance is by looking at it. Besides, 'currency bulge' is not only unsightly, it's unfashionable."

- Panhandlers are no longer asking for "spare change," but for "spare charge"—on a CashCard!

Eat As Much As You Want...Whenever
You Want...With The Amazing

Zip-Open Tummy Diet

Go ahead...eat those ten hot-fudge sundaes! Go ahead...throw that exercise plan out the window! Go ahead...become the slim, sexy, shapely person you really are! It's no sweat with the incredible ZIP-OPEN TUMMY DIET. It's the program that makes fighting fat a whole lot of fun—because you can EAT POUNDS OF GOODIES, AND STILL LOSE POUNDS OF FLAB!

Here's how it works. Our surgeons place a Velcro strip—right across your stomach! So, after you eat, say, ten hot-fudge sundaes, you can reach into your stomach—and pull them out! Eat them as many times as you want (they're especially yummy the third time around), but since you always remove them from your stomach, they can't turn into unsightly fat. You'll still enjoy all the sensations of eating—the tasting, the chewing, the swallowing. The only difference is, you won't have anything in your stomach when you're done! And when you don't have anything in your stomach, you'll shed the pounds like a butterfly sheds its cocoon!

So why starve yourself, when the AMAZING ZIP-OPEN TUMMY DIET can help you lose unwanted cellulite and fat bulges the easy way!

Send \$24,999 to:

ZIP-OPEN TUMMY DIET
3029 Tucka Way, Bulgeover, Maryland 31056



Change did him good.

Man Uses Coin to Escape From Car Wreck.



ARTIST'S CONCEPTION of how weeful Walt whistled.

AFTER THREE DAYS trapped inside his overturned Toyota, Walt Wheelie managed to dismantle the car and free himself—by using a dime as a screwdriver!

"Guess my life is at least worth a dime," gushed the wheezing Wheelie, as he recalled the ordeal, which also saw him lick a rat's wet fur to survive!

The rambling wrecker's plight began when his Toyota skidded off a wet road near Winnemucca, Nevada, and landed upside-down in a ravine.

Pinned in the wreckage, unable to move anything but his left arm, Wheelie searched his pockets—and found the lucky dime.

"I went to work on the car right away," said the jolly junker. "Lucky for me I had a few loose screws to start with."

Wheelie used the dime to unscrew the dashboard, steering wheel, passenger seat and door panel. He quenched his thirst by licking the fur of a wet rat, who was making a nest out of the upholstery.

After three days, the monetary mechanic finally removed the passenger door, climbed out of the wreckage, then walked three miles to a truck stop.

Thinking that his lucky dime couldn't miss, Wheelie tried it in a 10¢ slot machine.

"Two lemons and a watermelon," sighed Wheelie. "Guess that dime only had so much luck in it."



Alien Amusement Park Found On Mars!

A RUSSIAN SPACE PROBE has sent back actual re-touched photographs of an ancient intergalactic Coney Island—on the surface of the planet Mars!



A FACE ON THE FACE OF MARS? Martian monolith smiles for the camera of Viking I space probe in 1977.



OUT-OF-THIS-WORLD amusement park looked like this, experts say.

The new photographs were taken in the same location where twenty years earlier, an American Viking I orbiter took photos of a giant human face.

But these new photos not only show the face in greater detail, they also show what appears to be a group of pyramids, with a railroad connect-

ing them to the face! "This could only be an amusement park," said West German scientist Dr. Rudolf Retrograde. "The face is probably the entrance to some sort of 'Fun House.'"

"This proves that even space aliens like to have good, clean fun. It was probably the second most popular

attraction in the solar system, right after the saunas on Venus."

The Red probe to the red planet also revealed gondolas in the Martian canals, a fact that could lead to the discovery of a quaint village for retired aliens. "Mars could prove to be the original 'Leisure World,'" noted Dr. Retrograde.

How did the aliens amuse themselves with pyramids? "They probably used them as launching platforms to go hang-gliding in those hundred mile-an-hour Martian winds," said Dr. Retrograde.

"Also, they could have used them for games of 'Leap Frog,' with Mars' light gravitational pull.

"Well, maybe not Leap Frog. I 'Leap Something,'" he added.

Unfortunately for science, the security-conscious Commies refused to release any of the photos.

"Without them, we won't be able to prove conclusively that the aliens sold cotton candy and balloons," said the anguished astronomer.

"I Can Help You Win the Lottery!"

Hello. I am Count Lars Lorzenger. You may not know me in this country, but I am known around the rest of the world as the man WHO HAS MADE PEOPLE RICH BEYOND THEIR WILDEST DREAMS.

Why don't you dream your wild dream right now. What would you do with MILLIONS OF DOLLARS? Buy a house? A car? A motor home? A baseball team? A lifetime supply of beer and potato chips? Go fishing for the rest of your life? Or just dump it all in a bathtub and roll around in it?

Good dream, wasn't it? But once you know my SECRET TO WINNING THE LOTTERY, it won't be a dream anymore!

Let me tell you what my life was like before I was told THE SECRET. I was so poor, I had to live in a MILK CARTON. I was so poor, I had to eat DIRT FOR DINNER. I was so poor, the only job I could get paid me A PENNY A YEAR.

But then, THE SECRET came into my life. I then proceeded to win 89 LOTTERIES IN 89 COUNTRIES, and oh, how everything changed! Now, I am a man of such IMMENSURABLE WEALTH, it's hard to measure it! I am so rich that, instead of water, my waterbed is filled with 400 YEAR-OLD SCOTCH! I am so rich that I live in a house that I built—with bricks of PURE GOLD! I am so rich that I have my own baseball diamond that I built—out of REAL DIAMONDS!

The point I'm trying to make is that all this can be yours, too. RICHES... COLD CASH... DOUGH... MOOLAH... WEALTH... SIMOLEONS... BUCK-OLAS... they can all be your new friends once you know THE SECRET!

Why am I passing THE SECRET along to the world? Because the old MOLDAVIAN DWARF who gave it to me said I had to, that's why. I'd rather keep it to myself, and make EVEN MORE MONEY, but he made me promise not to do that.

So instead, I'm offering YOU this big chance to WIN THE LOTTERY! WIN BIG! WIN IT ALL! Why wait for tomorrow, when you can have everything you can get your greedy little paws on today! Just send me \$25.00, and the secret is yours! It's a small price to pay, a trifle, a pittance, but you've got to invest a little money to WIN BIG MONEY!

Why? Because the laws of THE SECRET say you should never get something for nothing. So I had to charge next-to-nothing. Okay? Got that? So get out that checkbook, break that piggy bank, look under that mattress, and send me \$25.00. Or better yet, send me your CashCard; and I promise I'll only debit it \$25.00. Then, when you too know THE SECRET, you can SIT BACK and wait for all the INCREDIBLE WEALTH to rush into your life like a tidal wave. Of course, you don't just have to sit back while you're waiting, you can also watch TV or read the paper if you like, but believe me, YOU WILL SOON BE WEALTHIER THAN YOU EVER DREAMED! And all this comes with my personal guarantee: IF YOU'RE NOT A RICHER PERSON IN 30 DAYS, I'LL GIVE YOU YOUR MONEY BACK!

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 *Minus \$24.95 postage and handling.

A stroke of luck!

Lightning Bolt Fixes Man's Glasses!

Lucky Lenny Lardache was struck by a lightning bolt—and not only survived, but found that his broken glasses were good as new!

"I couldn't believe my eyes," laughed Lenny, of Melba-Upon-Toast, England. "I guess that's a sign for me not to 'bolt' my food!"

Before his electric encounter, the witty Brit was so poverty-stricken that he couldn't afford to have his cracked head ornament replaced.



BOLT-BLASTED BRIT shows where lightning repaired his glasses.

But a walk in a thunderstorm changed his outlook in a flash. A lightning bolt hit Lenny—right on his metal-rimmed magnifiers, knocking him out.

When he came to, he found that he was unharmed, and that the formerly-fractured lenses had fused!

"There wasn't so much as even the tiniest crack," said Lenny, who couldn't help but crack a smile.





Bigfoot Wins Kissing Contest

Dozens of contestants had their hopes of fame and fortune dashed as Bigfoot outlasted them to set a new world record for non-stop kissing.

The necking neanderthal took the \$25,000 prize with an 18 hour, 22 minute liplock. His lucky partner, Ursula Muldoon, a wildlife service inspector, said Bigfoot got the idea from a newspaper discarded by a camper.

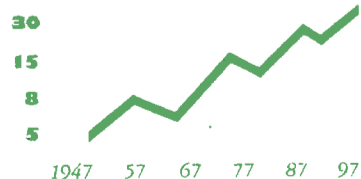
"He's gentle for such a big guy, but he kisses real different," said Muldoon, who will spend her half of the prize on reconstructive dentistry, "sort of like a warm, wet coconut."

After his hair-raising victory dance, the puckering primate found the strength to kiss all the judges and most of the journalists. For a finale, the smooching Sasquatch jumped straight up to the ceiling and hung by his lips for a full five minutes.



NOSE-GLASSES ON MORE HONKERS THAN EVER!

Nose-glass Wearers In Millions



The popularity of nose glasses has been steadily increasing since 1947, experts say.

TIC-TAC-TOE TURNS TO TERRIFYING TREASURE TRY!

TWO ARCHAEOLOGISTS in Egypt accidentally opened a secret passageway—by playing tic-tac-toe on a wall!

But just as the delighted digsters were making their way to a tomb full of treasure, a horrifying creature hurled them out!

A Chinese news agency reported that the two Egyptologists had been digging at a remote site near Humbibi, Egypt.

"We'd had a hard day at the digs," said the leader, Dr. Leopold Wiskbrum. "We were taking a break and playing tic-tac-toe on a wall with a piece of chalk. Suddenly, the wall opened, revealing this giant tunnel.

"The Egyptians worshiped the cat, and our 'cat's game' triggered some sort of mechanism! Good thing it didn't call for Kitty Litter!"

The surprised shovelers grabbed



CREEPY CRYPT CREATURE tossed two archaeologists out of the tomb like they were a couple of wet noodles!

a torch and made their way through the ominous opening. But just as they reached what appeared to be a treasure-filled room, they heard a blood-curdling scream.

"It sounded like some sort of creature in the room was either cursing us, or cursing *at* us," said Wiskbrum.

Suddenly, without warning, the creature grabbed the would-be wealth wallowers and threw them out of the chamber!

The astonished archaeologists landed unharmed a few yards outside the opening. But when they went back to the perilous passageway, they found that the opening had closed.

"We tried playing more games of tic-tac-toe, but it was no use," said the woeful Wiskbrum. "The creature inside had apparently changed the triggering mechanism. So now, we're trying a different approach.

"We're playing Hangman instead!"

Draining disease takes many strange new forms

Jet Lag is Even More of a Drag!

SCIENTISTS MAY HAVE cured the common cold, but no cure is in sight for an even more common ailment: good ol' jet lag.

In fact, as stress researchers study this mileage malady, even more brain-and-body-boggling symptoms have appeared!

Here's a partial rundown of the new symptoms that jumbo jet-jumpers should be aware of:

• Everyone on planes will tend to look alike. "To jet-lagged jellyheads,

it appears that the same people are flying with them everywhere, but that is really not the case," says stress researcher Dr. Hans Kornnutt. "This symptom may be related to the fact that all airlines have merged into Air Airlines. As a result, all the airplanes and airports look alike, and hence, the passengers start looking alike, too."

• Victims will tend to leave items behind on planes. "Cleanup crews are having a field day," said an anonymous airline employee. "They're

finding so many wallets, purses, sunglasses, lighters, and tickets, it's like the shopping spree on *Wheel Of Fortune*."

• Stewardesses will appear to be foul-tempered. "They suffer from jet lag just as much as the passengers," says ex-stewardess Delta Eastern.

"Some passengers seem to think it's funny to make a big mess for the poor stewardess to clean up. No wonder so many coffee refills 'accidentally' end up in the passengers' laps!"

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Luck...



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Mechanic to the "stars" confesses...

"I TURNED A MICROBUS INTO A SPACE SHUTTLE!"

VOLKSWAGEN MECHANIC claims that he built an interplanetary space ship—with the help of two Yale co-eds!

"These two gals putt-putted into my shop with this VW van," said Otto Lugrench, who was lubing a car at the time. "I asked them if they wanted their valves adjusted, but they said no, they wanted me to convert

their van into a space ship.

"I laughed so hard, I squirted myself in the face with my grease gun!"

The giggling greasemonkey's laughter quickly faded when one of the cosmic co-eds pulled out a set of instructions. "She said that the plans were given to them by aliens in a dream.

"Now, I've seen some foreign car

manuals before, but this was the foreignest thing I've ever seen!"

After studying the instructions, Otto found that he had everything he needed in his shop, and quickly went to work. "Lucky for me, the gum machine was full, 'cause the instructions called for large amounts of it."

The sore-jawed service stationer toiled 'round-the-clock on the van,

assisted by the comely collegiate cuties, who somehow found time to make two space suits. "It took us about a week of ratchet-thrashing labor to finish everything," said the ornery Otto.

"All in all, it was quite a wrenching experience."

Finally, they decided to take the van

for a test drive. "We started it up, thinking we were going around the block. Next thing I knew, we were going around the moon!"

The galactic gals landed the vibrating van back on Earth, thanked Otto, and took off. "Sometimes I wish I'd gone with them," he sighed.

"I'll bet their mileage is out-of-this-world!"



Tour The
Bermuda Triangle
Just...

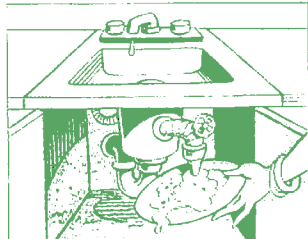
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WHAT'S THE SECRET WORD? Jail. Or maybe even death. That could be the punishment for the students who changed history with giant Groucho glasses. No word on whether they planned to disguise the three pyramids as Harpo, Chico, and Zeppo.

But did they 'bet their lives'?

Egyptian Pranksters Turn Sphinx Into Groucho!

A couple of crazy college kids pulled the prank of the century by placing a huge pair of nose-glasses—right on the mug of the Sphinx!

Tourists and villagers alike were dumbfounded, as the original Geezer of Giza was transformed overnight into the spittin' image of the joke-cracking Marx Brother!

But now, the not-so merry pranksters face a lengthy jail term or even a death sentence, because the Egyptian government frowns on vandalism to national treasures like the Sphinx.

"We re-faced the Sphinx—we didn't de-face it," said one of the Sphinx-ers, Mahmud Mukimuk, who was caught as he fled the scene

of the crime.

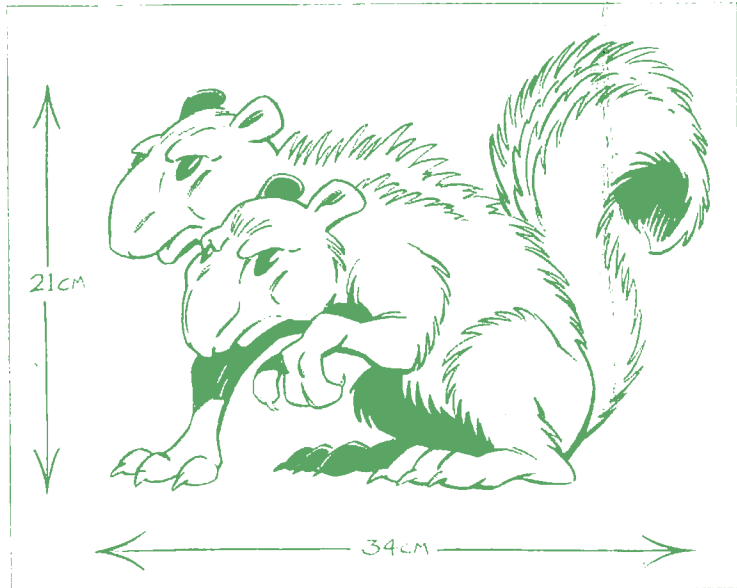
"Both of us had summer jobs as telephone linemen. We got this bright idea that it would be good for cultural relations to put nose glasses on the Sphinx. Then, we were going to invite the Egyptians to put a turban on the Statue of Liberty!

"Guess it turned out to be a pretty dumb idea after all!"



Furry Freak In Forest Frenzy

Two-Headed Squirrel Attacks Two Campers at Once!



TWO HEADS BETTER THAN ONE? Not quite, say frightened folks, who fought off this furry freak.

A COUPLE CAMPING ON Mt. Rainier got a double dose of excitement when they were menaced by a vicious two-headed squirrel!

The twin-nogged nutcracker

ripped Hector and Sheila Needlebaum's tent wide open, then cornered the terrified tentsters, while it tried to decide who to attack.

"It couldn't make up its minds," said Sheila. "One head would lunge for me, while at the same time the

other would lunge for Hector.

"I thought it was going to split itself in half."

The rowdy rodent finally decided to leap at both Hector and Sheila at the same time. When it landed between the unhappy campers, they dashed out the tent door and jumped into their car.

But just when they thought they were safe, the multi-headed mammal ripped through their convertible top. As Sheila looked on in horror, the bushy-tailed bully bit Hector's hairpiece with one head, and his ear lobe with the other!

Sheila grabbed the Siamese squirrel by the tail and threw it out the window. Then, she rushed poor Hector to the hospital.

"After all, I didn't want him to come down with a double dose of rabies," she said. *

Golfing guru and slicing shaman

HOLY MEN SEEK GOD ON THE GOLF COURSE!

A NEPALESE GURU AND an African witch doctor claim to experience a higher form of consciousness—by playing 18 holes of golf!

The devout duffers meet regularly at golf courses around the world, amazing onlookers with their mystical feats—and their incredibly low scores.

"They don't even need a golf cart—they just float around the course," grumbled teed-off caddy Lance Lugalot.

"But I gotta hand it to those holy rollers—they always shoot in the high teens and low twenties."

"I've even seen them get two holes in one—on the same ball!"

The pious putters claim that golfing is actually a high form of meditation, and that they use psychokinetic ability to direct the flight of the golf ball.

"The secret is in my book, *How To Raise Your Consciousness And Lower Your Golf Score*," commented club-toting chanter Swami Holanwanda.

The shaman, Nomo Slicinmon, says that their radical golf techniques are actually nothing new. "These methods, and many others, were taught to my fore by the Ancient Ones over 50 millenia ago," said the wood-wielding witch doctor.

What's next for these cagey sages? "Like all beings, the two of us are seeking perfection," said the swinging swami.

"The day we each shoot a score of one, we believe we will come face-to-face with The Divine Duffer himself!"

Gondoliers Sing For Rescuing Dolphins!

Visitors to Venice swoon under the spell of singing gondoliers—unaware that their majestic melodies are actually meant for the ears of dolphins!

That's because many of the baritone boatmen who have fallen out of their boats have been rescued by these magnificent mammals.

"Tourists think we're singing for them because they've got money," said gondolier Alberto Albacoro. "But the truth is, we're really signaling the dolphins where our gondolas are, in case we lose our balance and



RHAPSODY OF THE DEEP? Gondoliers say they sing for these friendly Flippers—and not for tourists!

fall out."

Alberto himself was once rescued by the playful porpoises, who nudged the gurgling gondolier to safety after he bailed out of his leaky boat.

"The singing gondolier is a nice, romantic image," said the vocal

Venetian. "But we're only doing it because it's a lot better than becoming fish food."

"In fact, half the gondoliers these days can't even carry a tune, but they sing away anyway." *

Parachutists! Are you...



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Tired of feeling like a fish in a net?

Tired of "chuting yourself?"

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GOONY GOLF																			
HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOTAL
PAR	5	4	5	4	3	4	4	5	5	2	4	5	3	4	4	4	4	7	
SWAMI	8	7	6	6	9	11	8	7	10	2	7	5	7	8	6	11	6	9	118
	TOTAL: 218																		

Within you resides a Higher Self that is all-knowing. A Higher Self that can help you bring out the fullest potential of your entire being. A Higher Self that can show you why your putting technique stinks.

It's all in my book *How To Raise Your Consciousness And Lower Your Golf Scores*. It will show you how to get in touch with that Higher Self within. And, if you're lucky, that Self will turn out to be an Arnold Palmer, a Jack Nicklaus, or a Tom Watson.

JUST LOOK AT SOME OF THE SECRETS MY BOOK REVEALS:
How To Choose A Path To Inner Peace

How To Choose A Path To The 19th Hole

How To Keep Your Mind From Wandering

How To Keep Your Shot From Wandering

How To Avoid Attachment To Material Things

How To Avoid Sandtraps

How To Find True Happiness

How To Find The Sweet Spot

How To Find The Answers To All Your Questions

How To Find A Caddy With A Good Aura

How To Know What Your True Destiny Is

How To Know What Your Best Stance Is

How To Get Rid Of Bad Karma

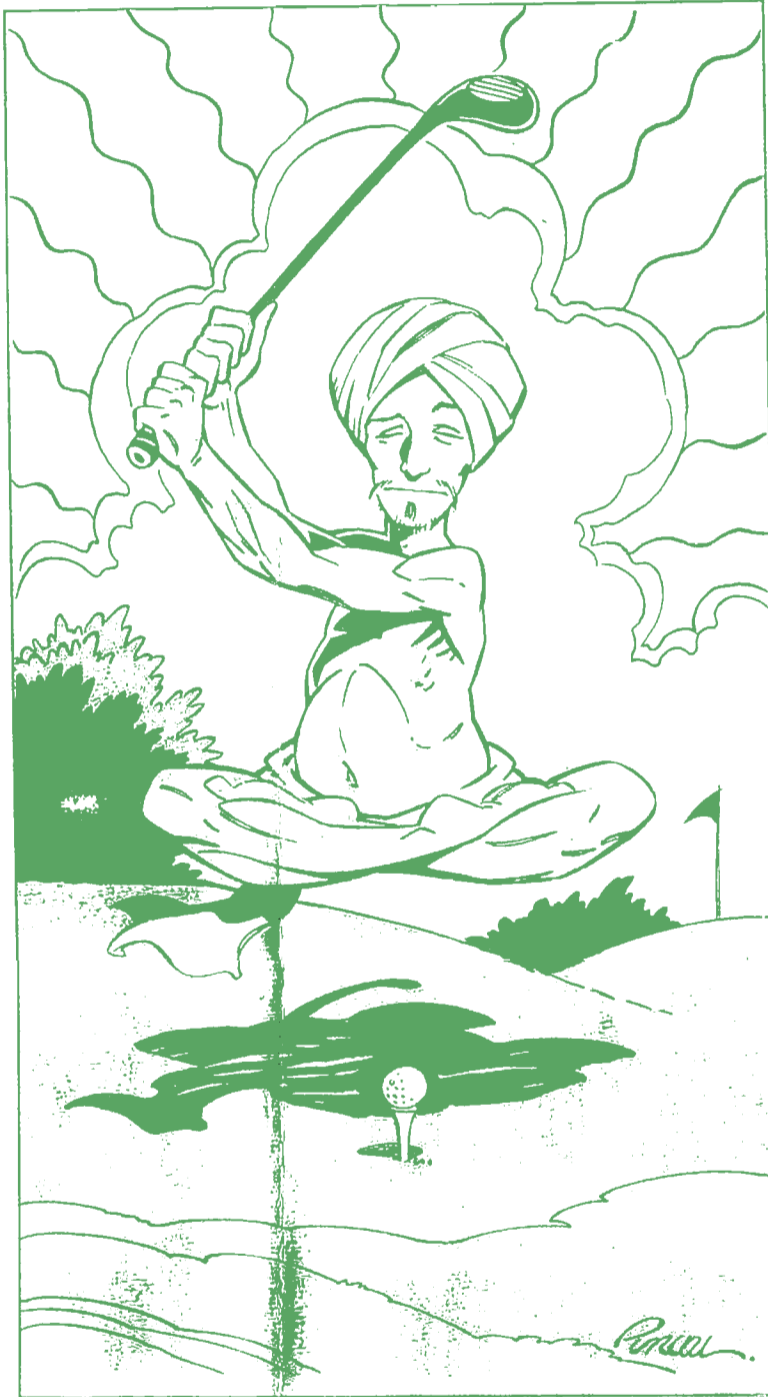
How To Get Rid Of That Slice In Your Drive

What To Do If Your Life Encounters An Obstacle

What To Do If Your Golf Ball Encounters A Water Hazard

A Simple Technique For Reaching A Relaxed State

A Simple Technique For Reaching The Green



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"Now, when I play golf, I don't select the right golf club-the right golf club selects me!"-D.G., Boston, Massachusetts

"I especially enjoyed the chapter on 'How To Clean Your Karma And Your Golf Cleats.'" -G.K., Altoona, Pennsylvania

"After reading your book, I went out and shot a 24-using the other end of the golf clubs!"-K.R., Gualala, California

"I read Chapter One, then beat my previous 40 strokes. He fired me. Then, I read Chapter Two, and realized that I didn't need the job anyway!"-D.M., Reno, Nevada

"More eagles-and less ego-that's what your book has given me!"-V.C., San Francisco, CA

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