



ZAK MCKRACKEN: BETWEEN
TIME AND SPACE

ENGLISH WALKTHROUGH

ZAK MC KRACKEN

between time and space

NOTE: THIS WALKTHROUGH IS A STEP-BY-STEP GUIDE TO GETTING THROUGH THE GAME. IT SHOWS HOW TO GET THROUGH THE GAME IN THE MOST EFFICIENT METHOD POSSIBLE. IT DOES NOT HIDE SPOILERS, NOR GIVES NUDGES AND HINTS. IF YOU WANT TO BE SURPRISED, MOVE AHEAD SLOWLY AND USE ONLY IF YOU ARE COMPLETELY STUCK!

GENERAL TIPS:

1. If you can't find what you need, move everything that isn't nailed down.

PUSH items that can be pushed. OPEN things...and CLOSE them, too.

This is especially important on HARD.

2. Some puzzles can be solved more than one way. If you played through on EASY and suddenly you find yourself missing an item or two on HARD, it's either hidden close by, or you can use an alternate method. If a puzzle needs to be solved one specific way, there are clues that say so. If you think you used an item earlier and can't get it back, you can use something else in its place.

3. If a solution just isn't coming to you, remember the old adventure game credo: Look at what you have, where you got it, and what makes each object unique. Or, get away from the computer for a moment and have a good think. The clues are all there: with a little logic and forethought, they can be solved.

4. Yes, there are a few moments where Zak can die. But only when it would be really funny. And should you do, the game loads you back to the exact moment before you died. Never be afraid to experiment.

5. There are a few bugs in the game - so please **save regularly**.

It's also important to **use a single slot for every single savegame**.

Now have fun with the game! :)

CARGO HOLD:

After cutscene, OPEN box on left.
LOOK in box, get petroleum jelly.
OPEN petroleum jelly.
LOOK AT junk on shelf, receive fuse.
OPEN cabinet,
PICK UP lever.
USE lever on socket.
USE petroleum jelly on socket.
USE/PULL lever.
OPEN fuse box.
USE fuse in fuse box.
PICK UP tarp on right box. Try to exit plane via chute, you'll be told it's too dangerous.
USE tarp on chute to leave.

NOTE: YOU MUST TRY TO EXIT FIRST BEFORE YOU CAN USE THE TARP TO ESCAPE.

BEDROOM:

PICK UP broken bulb from lamp after scene.
OPEN door and leave.

LIVING ROOM:

(HARD) PICK UP remote control on TV.
PICK UP/USE/OPEN couch cushion to retrieve butter knife.
USE butter knife with jelly on counter.
(HARD) OPEN cupboard and PICK UP softener.
OPEN cabinet next to door.
PICK UP small key.
OPEN outer door and leave.

STREET:

Walk to bakery.
PUSH/USE bell three times.
Receive cookie bullets.
USE small key on mailbox...receive postcard.
Waikiki opens as a destination on world map.
OPEN door to Artificial Hair Bros. shop.

BARBERSHOP:

Stanislav will talk to you.
Go ahead and ignore him for now.
PICK UP hook from hanger at bottom of screen.
(HARD) PICK UP smoking green wig to reveal a light bulb.
PICK UP light bulb.

PICK UP magazine.
Return to your apartment.

LIVING ROOM:

USE magazine on phone to call taxi.
(HARD) USE cookie bits with sink.
USE sink to fill with water.
USE softener in water-filled sink.
PICK UP cookie mush. Go to bedroom.

BEDROOM:

USE light bulb in empty socket.
After cutscene, OPEN and look in drawers.
Receive playing cards.
LOOK at playing cards.
Receive Cashcard.
Go outside.

STREET:

USE/TALK TO taxi. Go to the National Infiltrator.

NATIONAL INFILTRATOR EXT.:

Go inside.

NATIONAL INFILTRATOR:

PICK UP Sushi.
LOOK AT trashcan on right side of room, receive paper.
LOOK AT crumpled paper.
Mexico now opens as a destination on world map.
PICK UP lighter on left side of room.
USE butter knife with Jerry's Titan Cutter.
This requires timing. Jerry must have just put it down to do it in time. Leave.

NATIONAL INFILTRATOR EXT.:

USE taxi. Go to the airport.

SF AIRPORT:

PUSH the cushion on the couch.
PICK UP tape.
USE ticket machine.
Go to Mexico.
Leave for Mexico.

AIRPLANE INT.:

LOOK AT bearded passenger.
Click on beard to reveal a code.
OPEN the briefcase.
Put in the beard code (1138).
Take fluorescing substance (HARD)
or glowing object.
(HARD) OPEN microwave.
USE glowing object in microwave.
CLOSE then USE microwave.
PICK UP fluorescing substance.
OPEN all airplane bins.
PICK UP sheet (randomly placed).
TALK TO flight attendant.
Ask about sleeping.
Receive sleeping pill.
PUSH sleeping pill.
Go to bathroom.
USE toilet.
Receive chamber pot.
(HARD) OPEN wastebasket.
LOOK AT wastebasket until you get plunger.
(HARD) USE plunger on toilet.
PICK UP peanuts.
USE fluorescing substance on sheet.
(HARD) USE sheet on light in bathroom.
USE pill on peanuts.
USE peanuts on old woman.
CLOSE all windows on the plane.
Then USE sheet on flight attendant.

MEXICO AIRPORT:

Exit the airport to Dig Site.

MEXICO:

Go to the Excavation Point.

EXCAVATION POINT:

(EASY) PUSH the scaffolding.
PICK UP the crowbar.
(HARD) PUSH the seat in the bulldozer.
PICK UP the crowbar.
(HARD) PICK UP nest hidden in front of bulldozer.
USE the crowbar on the locker on the back of the bulldozer.
PICK UP kit. (The Titan Cutter can also be used.)
OPEN kit.
USE sticky tape on tape.

USE yellow crayon on tape to wind it.

PICK UP small shovel.

PICK UP bones on the left until you cannot pick up anymore. Receive medium-sized skull.

Go to the cavern.

SCOUT CAMP:

(HARD) PICK UP small stone.

Go south.

„MAZE“:

(HARD) PICK UP stone piece near left path.

(EASY) PICK UP nest in tree.

PICK UP box of cookies from skeleton.

OPEN box of cookies. Receive cockroach.

Return to excavation point.

EXCAVATION POINT:

(EASY) LOOK AT pit.

(HARD) USE small stone on pit.

You'll be automatically pushed away to the Dig Site. Return.

USE crowbar on plant mouth.

TALK TO archaeologists. Ask all dialogue.

After hearing about Dr. Levy, Paris will be open as a location. Return to Dig Site.

DIG SITE (HARD DETOUR):

Return to airport.

MEXICO AIRPORT (HARD DETOUR):

USE crowbar to pry stone off wall (next to pepper).

USE stone half with stone half.

Return to Dig Site.

DIG SITE:

Go up temple stairs.

MEXICO TEMPLE EXT.:

(EASY) USE yellow crayon on markings on right.

Make shape similar to ankh on left hand side.

(HARD) USE yellow crayon on markings on right.

Make shape similar to one depicted on stone halves.

Enter temple.

MEXICO TEMPLE INT.:

USE lighter on torches or central pillar.

(HARD) USE remote control on headdress.

PICK UP crystal. Cutscene occurs.

PUSH/USE/OPEN the carved stone on floor to left.
PICK UP U-shaped stone.
USE U-shaped stone on socket in central pillar.
USE cookie mush in round shape by statue.
USE shovel on cookie. Receive massive cookie.
PUSH both torches on sides of room.
Left stone opens.
LOOK AT scribble.
(NOTE: This puzzle can be solved on EASY right now, but you need another item for HARD that comes much later.)
(EASY) TALK TO stone tablet on right.
PICK UP small and large skulls.
(EASY) USE small skull, then large skull, then medium skull on platform.
PICK UP Caponian skull.
Go to scout camp.

SCOUT CAMP:

USE cookie on dog.
PICK UP crank.
USE crank on winch.
USE winch to open gate.
TALK TO William (Scout on far left).
Talk until he gives permission to use tape.
USE tape on Hi-Fi system.
LOOK AT egg. Feather will land on nest.
USE tube.
(EASY) PICK UP feather. (HARD) PICK UP feather until feather blows off screen.
Go to airport.

MEXICO AIRPORT:

(HARD) Pick up feather on windowsill.
USE feather with nest. Make hat.
USE ticket machine.
Buy ticket to Waikiki.
Head to plane.

WAIKIKI AIRPORT:

PICK UP newspaper.
Head to beach.

WAIKIKI BEACH:

USE hat with Cabana guy.
TALK TO Annie. Ask about Jacques and book she is reading.
GIVE newspaper to Annie.
Receive book. (You can alternately get this item later if you miss this chance.) Deal with Jacques. In this version, there are two ways:

1. USE petroleum jelly with suntan lotion.
2. USE shovel with Jacques. This alternate method results in a less harsh, more dialogue option.

If you did #1, PICK UP petroleum jelly.
Return to airport.

WAIKIKI AIRPORT:

If you forgot to give the newspaper to Annie,
OPEN seat cushion.
PICK UP book.
USE ticket terminal.
Buy ticket to Paris.
Head to plane.

NORTH POLE (HARD MODE ONLY):

PICK UP skis.
USE coffee when Zak gets cold.
USE skis on creek.
PUSH snowman.
PICK UP jet fuel.
Walk back to plane.

PARIS AIRPORT:

(EASY) PICK UP mustache from couch.
(HARD) PICK UP mustache from poster.
Go to Cafe.

CAFE EXT.:

OPEN door and go in.

CAFE INT.:

TALK TO guy upper right. Offer to help him with his meal problem. Go out door.

CAFE EXT.:

Click to right of cafe to enter alley.

ALLEY:

USE cockroach with window.
OPEN door and enter kitchen.

KITCHEN:

CLOSE closet door. Quickly USE crowbar on door (must be on door, NOT on hooks next to door).
PULL stool.
PICK UP silverfish.
PICK UP rubber seal from cabinet.
USE chamber pot with soup.
Leave kitchen.

ALLEY:

USE door to knock on it.
Tell waiter you worked at „Lefty’s Bar.“
As he is cleaning, return to cafe.

CAFE INT.:

USE book of good manner with middle patron.
USE mustache.
USE chamber pot of soup on patron.
TALK TO Dr. Levy. Ask until he tells about Scotland.
Scotland will now open as a destination.
Return to airport.

PARIS AIRPORT:

USE ticket terminal.
Buy ticket to Scotland.
Head to plane.

SCOTLAND AIRPORT:

Head to lake.

SCOTLAND LAKE:

TALK TO fisherman.
USE silverfish on fisherman. Receive fishing rod.
USE titan cutter on hook from Stanislav’s.
USE sharpened hook with rod.
USE rod with fisherman.
TALK TO fisherman about all he knows.
Now you need to build a mask.
(HARD) USE titan cutter with hairy fish.
Receive fish hair.

(HARD) PICK UP fishing pole.
Return to airport.

SCOTLAND AIRPORT:

USE ticket terminal. Buy ticket to San Francisco.
Head to plane.

(NOTE: THE NEXT SECTION REPRESENTS A DETOUR NECESSARY FOR HARD. IF YOU ARE PLAYING ON EASY, SKIP THIS SECTION.)

(HARD DETOUR)

SAN FRANCISCO AIRPORT:

Go to the National Infiltrator.

NATIONAL INFILTRATOR INT.:

USE fishing rod on Debbie’s glasses.
Return to Mexico, temple interior.

TEMPLE INT.:

USE glasses on scribble.
SEE (EASY) instructions in temple earlier to solve puzzle. Return to San Francisco.

(END DETOUR.)

SAN FRANCISCO AIRPORT:

Head to 13th Avenue.

STREET:

Go to the Artificial Hair Bros. shop.

ARTIFICIAL HAIR BROS.:

TALK TO Stanislav and order a wig. The responses to get the right one:

1. I’m older than you might think.
2. I own a business.
3. Elvis Presley.
4. Mystic places.
5. Pink Cadillac.
6. Classic Black.

(HARD) USE fish hair on Stanislav after the cutscene. Watch incredibly lengthy cutscene.
Receive wig. Go to apartment.

LIVING ROOM:

USE titan cutter on skull.
USE rubber seal on skull.
USE skull with jam jar.
USE television when it makes weird noises for a cutscene.
USE wig with skull.

CARGO HOLD:

USE coffee with scanner.
USE previous cargo hold walkthrough.
All other puzzles are exactly the same.

CRASH SITE:

LOOK AT pile of junk.
PICK UP watering can.
PUSH tree.
PICK UP horse chestnut.
OPEN horse chestnut.
Go to field.

FIELD:

PICK UP branch.
PICK UP fertilizer.
DO NOT PICK UP TERMITES.
Well, OK, maybe once.
PICK UP pinwheel.
PICK UP gum.
USE gum.
USE chewed gum on watering can.
(HARD) PUSH scrub near back.
USE spigot.
Return to crash site.

CRASH SITE:

USE fertilizer in watering can.
USE watering can with hose.
Return to field.

FIELD:

Go to garden.

GARDEN:

PUSH gardener.
PICK UP eye.
USE horse chestnut on gardener.
TALK TO gardener.
Ask about everything.
PICK UP gloves.

PICK UP seeds.

Go to field.

FIELD:

USE glove on hollow pole.
USE glove on pole with green bench.
USE titan cutter on glove.
Cutter will break.
Receive green thumb.
Go to garden.

GARDEN:

USE green thumb with gardener.
USE fertilizer water with barren land.
PICK UP dirt pile (the section of ground towards front of screen).
PICK UP peanut.
Go to field.

FIELD:

USE peanut on man-eating plant.
USE wooden eye on chipper.
USE sawdust on termites.
Go to backyard.

BACKYARD:

PICK UP chamois from barrel.
PICK UP three darts, red, green, and blue (WARNING: Darts may be difficult to locate; they are hidden well).
PUSH drink machine.
Receive Loca Cola.
USE King mask, then go to front of house.

LABORATORY:

(EASY) PICK UP pole from front of screen.
PICK UP shoot.
PICK UP cable from floor.
(HARD) PUSH pot at front of room.
PICK UP shoot.
PICK UP pole from staircase rail.
CLOSE lab door.
PICK UP cable from behind door.
Go to backyard.

BACKYARD:

USE shoot with soil.
USE watering can with shoot.
Go to upstairs room.

UPSTAIRS ROOM:

PICK UP screwdriver.
LOOK AT evil plans.
TAKE evil plans.
USE switch to turn off satellite.
USE mask.
USE all three darts at dartboard.
USE mask again.
Go to teleporter.

UFO CONTROL ROOM:

(HARD) Convince the Caponian you are the King with the following statements:

1. Just walked out the door...
2. Wanted a sundae.
3. Tripped in the kitchen...
4. Head in microwave.
5. Idiot pushed the button...
6. Electric current surrounded me.
7. Entered the bounds of time and space...

If you choose other dialogue, you have a chance to try again. (EASY)
PUSH button on console to raise pedestal.
PICK UP Broom Alien.
PUSH button to close pedestal.
Go into the hallway.

UFO HALLWAY:

OPEN the grating in the middle of the room.
USE the stick or pole on the bag of slime.
PICK UP slime.
Go to King's room.

KING'S ROOM:

OPEN cabinet.
PICK UP mobile.
USE mobile on hook.
PUSH mobile.
USE jukebox. Select Lullaby.
OPEN closet.
PUSH all three outfits.
PICK UP pacifier.
USE pacifier on King.
PICK UP key.
PICK UP portrait on wall.

(If you are playing on HARD, you cannot solve this

puzzle yet. Follow the detour later to finish this segment.)

(EASY) PICK UP blue crystal.
Go to hallway.

UFO HALLWAY:

USE key on strange keyhole next to door.
Go into laser room.

LASER ROOM:

OPEN box on right side of room.
PUSH button.
PICK UP purple crystal.
USE green slime on skeleton hand.
USE hand on handprint switch.
PICK UP feed tube.
Return to control room and go to teleporter.

UPSTAIRS ROOM:

Return to crash site.

CRASH SITE:

USE Loca Cola on rusted machine.
OPEN hood.
USE purple crystal with hood. CLOSE hood.
USE mask. USE pole with machine.
USE lever, select Push lever.

FUTURE:

PICK UP Fly Agaric mushrooms.
USE chamois with screwdriver.
USE screwdriver on panel on bomb.
PICK UP bomb core.
(HARD) PICK UP eyeball.
Return to present.

(HARD MODE DETOUR)

CRASH SITE:

USE mask. Return to King's bedroom.

KING'S BEDROOM:

USE eyeball with safe.
PICK UP blue crystal.
Return to crash site.
USE mask on returning.
(END DETOUR)

CRASH SITE:

USE lever, select Pull lever.

PAST:

PICK UP foxglove plant.
PICK UP scrunchie.
USE scrunchie with y-shaped branch.
USE slingshot with doll.
PICK UP doll.
USE Sushi in fishbowl with pond.
USE seeds on birdhouse.
USE blue crystal on bird.
Fly above house towards tree (screen scrolls).
PUSH eggshells.
PICK UP rowan berries.
Fly into window.

INSIDE HOUSE:

PICK UP small key.
Fly out.

PAST:

USE all collected items on Zak.
USE Zak.
USE key on door. Go in.

INSIDE HOUSE:

PICK UP slip of paper.
LOOK AT paper.
USE rowan berries, foxglove, and fly agaric on machine.
USE empty fishbowl on machine.
USE machine.
PICK UP fishbowl with poison.
USE fishbowl with feed tube.
Return to present.

CRASH SITE:

USE mask. Go to control room.

UFO CONTROL ROOM:

USE switch. USE feed tube on open slot.
Go to teleporter.

UPSTAIRS ROOM:

Go to backyard.

(HARD MODE DETOUR)

BACKYARD:

Go to garden.

GARDEN:

USE doll with gardener. PICK UP shovel.
Go to backyard.

(END DETOUR)

BACKYARD:

USE mask. Go to laboratory.

LABORATORY:

(EASY)

USE broom alien to sweep away pile of crud.

(HARD)

USE shovel to remove pile of crud.

OPEN lid.

PICK UP detonator.

USE cable with detonator.

USE cabled detonator with bomb core.

USE completed bomb. Zak will do the rest.

UNITED NATIONS:

(HARD)

Tell your story to the U.N. with the following:

1. Caponians were THAT stupid.
2. YOU'RE A HERO!
3. The extra-terrestrial Caponians.
4. travel through time,

LIVING ROOM:

(HARD) PICK UP titan cutter tip from shelf.

(NOTE: Getting the cookbook is optional.)

OPEN cabinet. PICK UP orange cleaner.

OPEN refrigerator. Receive butter.

OPEN key holder. PICK UP mailbox key.

Go to bedroom.

BEDROOM:

OPEN bottom drawer. PICK UP rubber.

Go to 13th Avenue.

STREET:

USE key on mailbox.
PICK UP package.
OPEN package.
USE titan cutter blade on compass.
USE titan compass on window.
PICK UP pie crust.
Go to living room.

LIVING ROOM:

OPEN microwave.
USE butter on dish in
microwave.
CLOSE microwave.

USE microwave.

OPEN microwave.

PICK UP melted butter.

USE butter on crust.

USE orange cleaner on crust.

OPEN stove.

USE pie in stove. Receive cooked pie.

Go to street.

STREET:

Go to Annie's apartment and enjoy the cutscene. ;)

Congratulations!
You saved the
world! :)



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