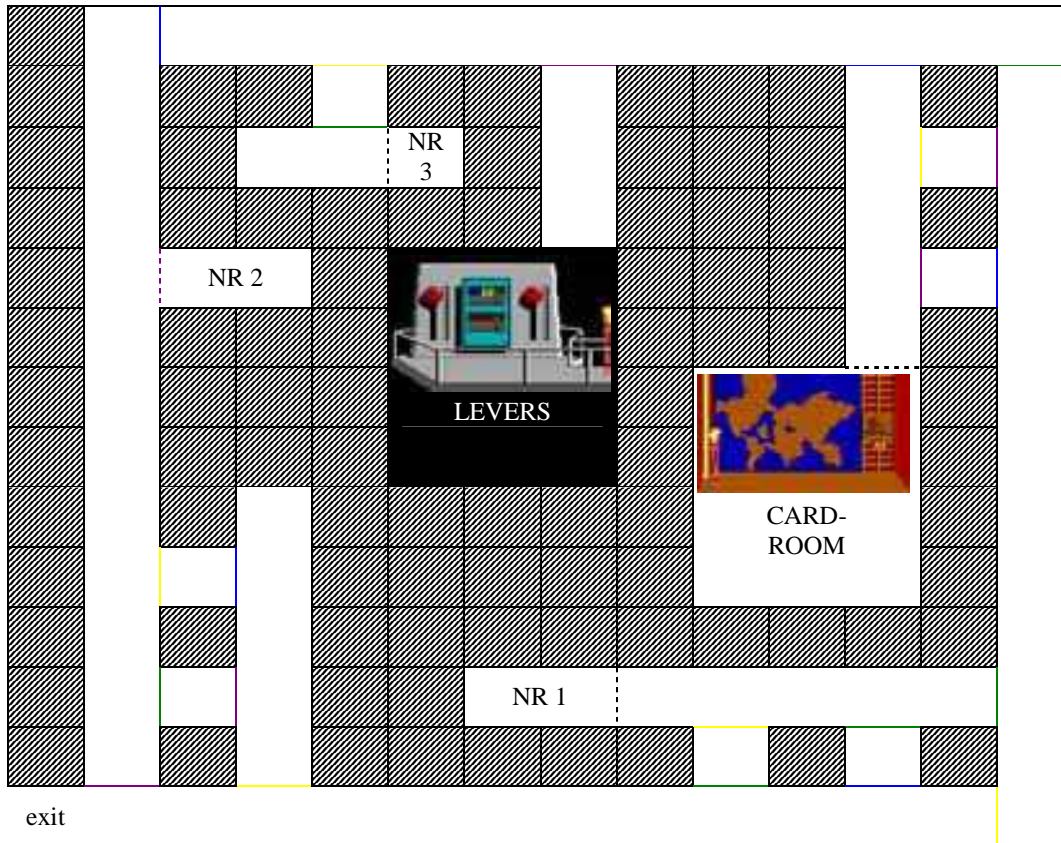


MARS MAZE MAP

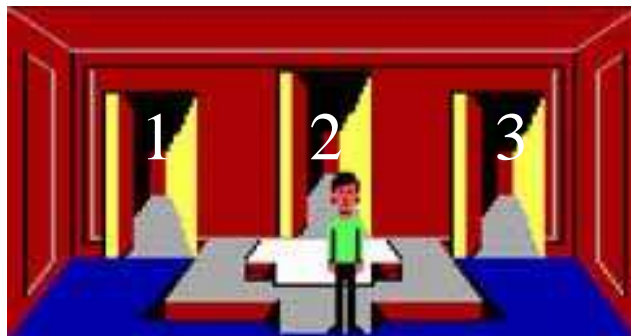


Secret doors:

(-----)

When Zak teleports to 'Mars Face chamber' he'll be in a room with three doors. On the left is door NR 1, in the middle is door NR 2 and on the right is door NR 3.

These doors aren't visible until Zak opens them. (Use your lighter to see once you're inside the maze.)



STRANGE MARKINGS

Of course, in every game these are different, so You'll have to fill them in yourself. You must do the same thing with the information inside the spaceship and with the Shamaan.

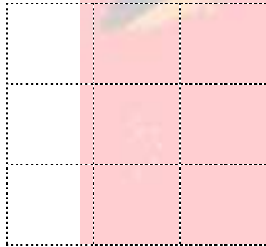
Egyptian markings

Where to find them

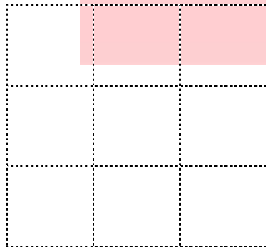
Where to draw them



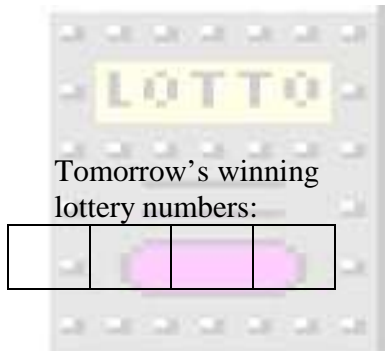
Mexican markings



Martian markings

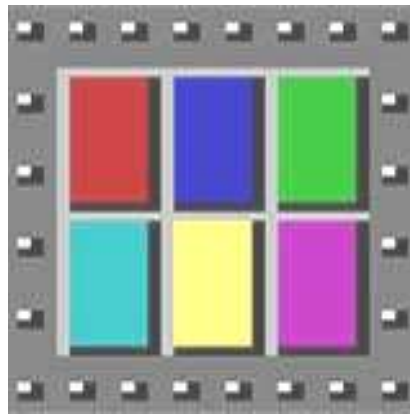
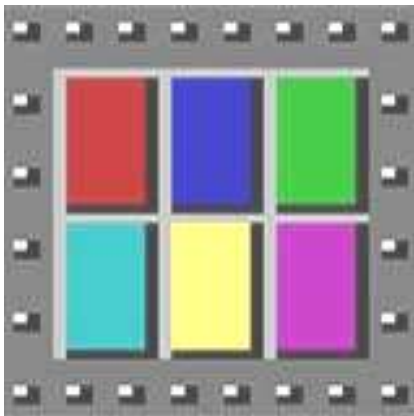


THE ALIEN SPACESHIP



Exit code nr. 1, from the pilot.
You'll fall into the water and
you'll have to use your
parachute quickly!

Exit code nr. 2, from the
alien. You'll be safe home in
Seattle when you use this one.



Write a 1,2,3 and 4 on the right color, in the right order.

