

MASK OF THE SUN

Company: Ultrasoft

Suggested Retail: \$39.95

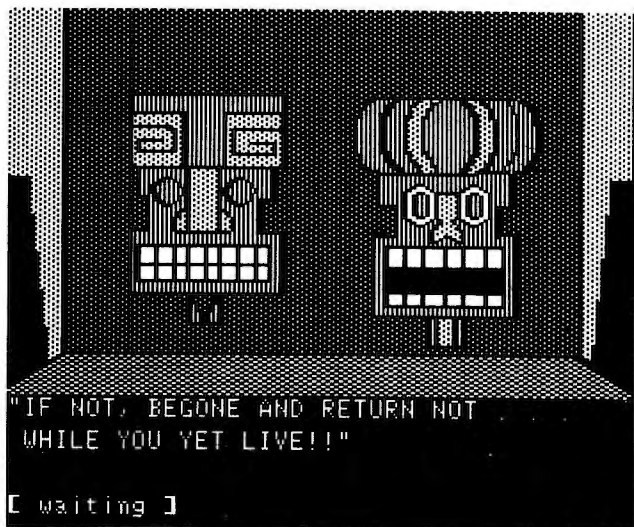
Type: An animated Hi-Res adventure with color graphics and Hi-Res text.

Description:

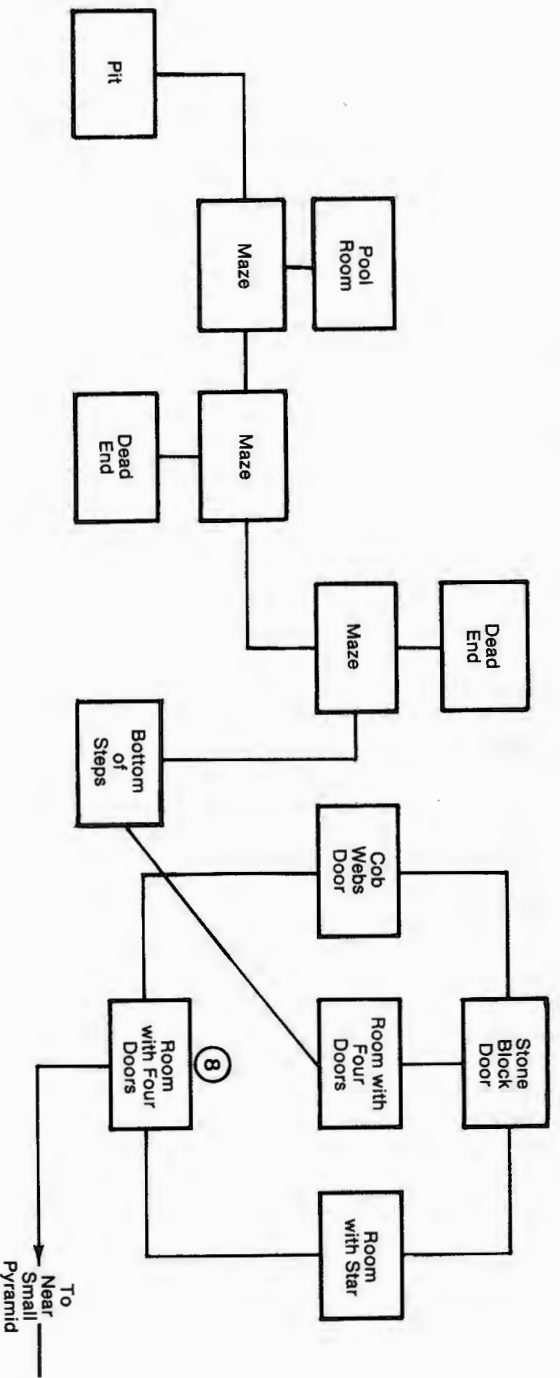
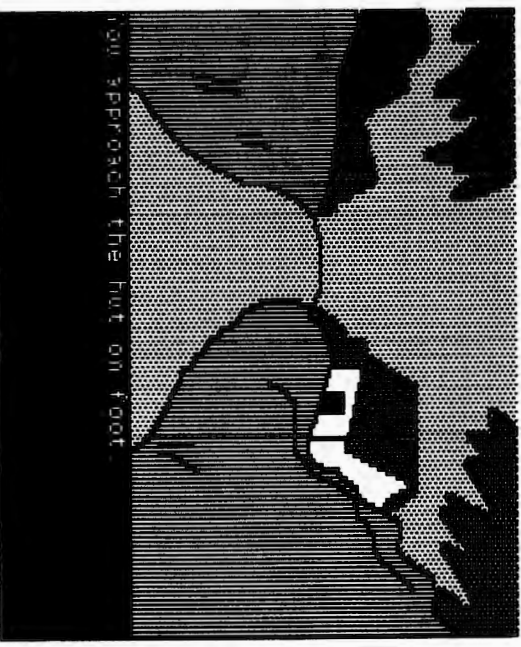
You as Mac Steele must find the legendary Mask to cure your mysterious malady, held in check only by the pills which you must always carry. You spend much time on the road in a bouncing jeep, and even more time in a bouncing sort of walk through drab tunnels. You must hurdle a Real-time, semi-arcade like lava pit and correctly answer any one out of three riddles in order to get through two locations.

Playability:

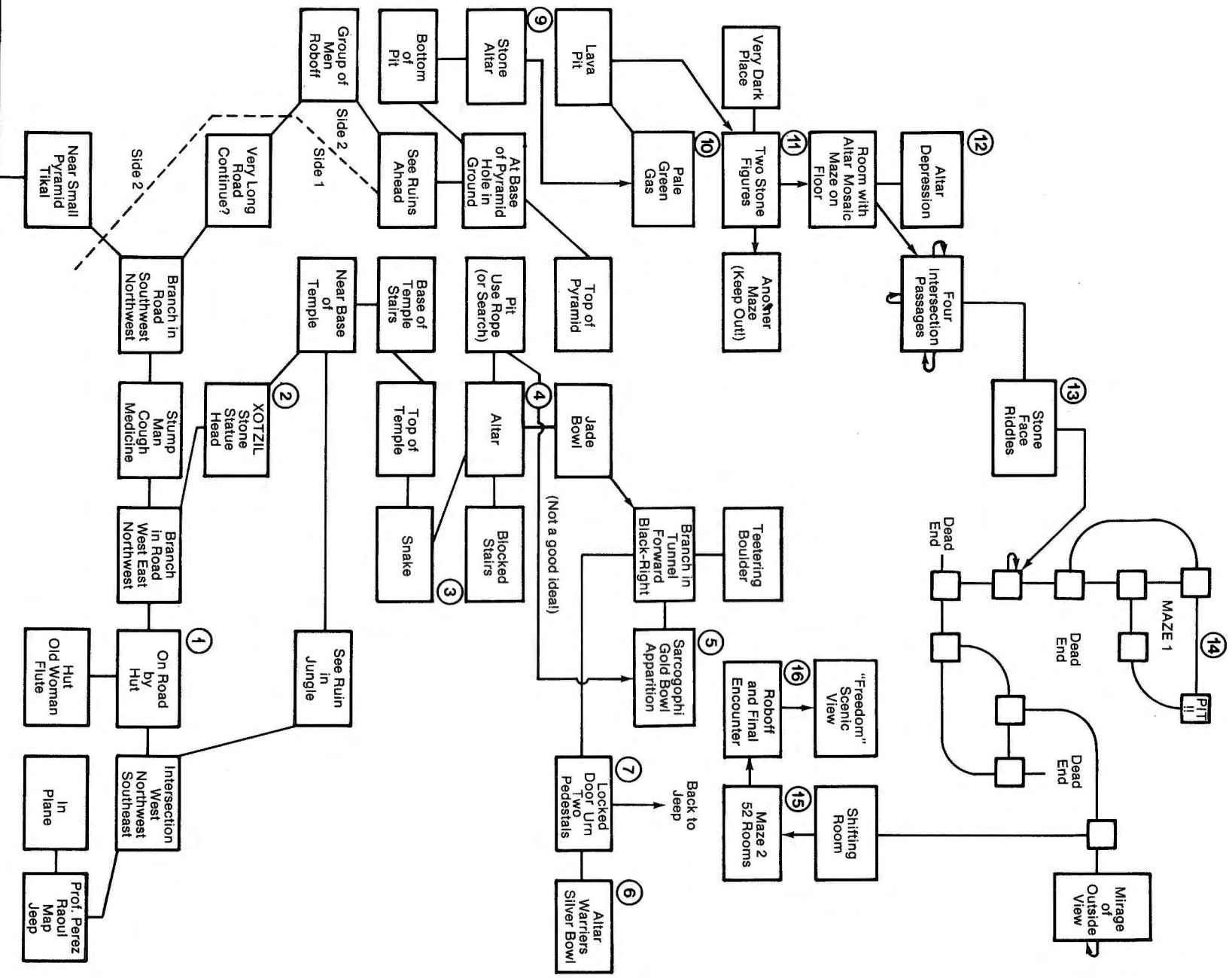
The *Mask of the Sun* offers several challenges not found too often in adventures. By far the most difficult task is unraveling the mystery of the maze, actually two mazes separated by a room ready to fall in on your ears. An average adventure, with a higher than average degree of difficulty.



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1. After Leaving Plane and Getting in Jeep, drive to Hut. Get food from Jeep. Get out, and Enter Hut. Give Food to Old Woman. Get Flute. Leave.
2. At Clearing, learn word XOTZIL. Get out of Jeep. Drop All But Pills. Put Head on Statue. *Never* drop until you have Mask.
3. At Northwest Pyramid, Take Rope and Lantern from Jeep. Light Lamp. Enter Pyramid. Shoot Snake. (As soon as Snake appears, push a key. Snake will strike when the "clock" that he just started runs out.)
4. Search Platform. Open (Hidden) Door. Get Jade Bowl. Drop to basement. You can get to Basement from Pit, but would never get the first Bowl—a bummer.
5. Ask Apparition. Get clue. Get Gold Bowl.
6. Hit Skeleton With Amulet. Get Silver Bowl.
7. Put Urn on Right Pedestal. Door opens. Go back to Jeep. Note: Rest of this Pyramid and all of the five room jobber to Southwest has no bearing on solving the game.
8. The Southwest Temple (Side 2) and all contents are not in-line to the game. It's all for the clue that these are two Masks. Search Door. Get Gold Key. Unlock Door (where the Block is) With Gold Key. (You may also Move Block. Get (useless) Black Key. Cut Web.) Path to Pool through Maze is Forward. Left. Forward. Right. Look Pool.
9. At Northwest Temple (Side 2), Go Hole. Get clue from corpse. Save game at this point.
10. In Gas Room, depart immediately to Southwest. Sayonara Raoul. Good luck in jumping over the Lava Pit.
11. At Two Stone Idols, Say XOTZIL. Note: To left is Dark Pit, can get out by pounding around for a while. To right is Maze, needed like a hole in the head.
12. In Mask Room, Look at Carving. Put Amulet on Altar. Take Mask. Search Altar. Find *real* Mask (first one now disappears). The disease is now cured; you can drop Pills. Wear Mask to find exit.
13. The answers to two of the three riddles are Fire and Man. You only need one, so forget the other. If you blow the answer, you get dumped into the Black Pit. Beat on keyboard a while to get second/third shot.
14. From Maze 1 entry, Right, Left, Left, Left. Forward to Mirage or Right to Falling Room. Enter Maze 2 from Falling Room.
15. Maze 2 is a key-pounding, fifty-two location, slow section. Don't bother mapping. Regardless of direction chosen, you get to the identical location. Sometime after the seventy-fifth move, Roboff will appear; save game immediately.
16. Give Mask to Roboff. Play Flute. Watch the fireworks.