



THE MASK OF THE SUN

Introduction

In *The Mask of the Sun* by Ultrasoft, your goal is to find and return the fabled Mask of the Sun. This quest is similar to the movie "Raiders of the Lost Ark" — full of fast action and excitement. Ultrasoft's graphics are unusual — many scenes are animated. The game has a fairly good vocabulary and the ability to comprehend complicated sentences.

This is an extremely difficult game. Some of the puzzles are deliberately misleading. If you are a seasoned adventurer, with a taste for tough problems, then *The Mask of the Sun* is for you.

The game includes some simple animation. The full screen can change several times for a single move, to give you the feeling of actual motion. This is fun for a few turns, but it becomes repetitive and boring fairly quickly.

General Hints

There are two directional schemes used in *The Mask of the Sun*. The conventional N, S, E, W (and compounds NW, NE, SW, SE) are used when you are riding in the jeep. However, when you are on foot, everything is relative. You move FORWARD, BACK, RIGHT or LEFT, depending on which direction you are facing. The direction you face changes with every move except FORWARD. It may help to turn the map as you go, so the direction you are facing is at the top.

There are (at least) two exceptions to this unique scheme — see #2 and #21.

Inside the jeep you will find some supplies which you will need. Take them with you whenever you leave the jeep. A guide, Raul, will accompany and assist you.

There are numerous ways to die in this game, so be sure to save the game frequently.



Procedures

1. This is the start. Exit the plane and begin your adventure. This game is full of cryptic maps, which may or may not be of use. You must enter the jeep and drive north.
2. Before you exit the jeep, take everything. You will need some of these things. Light the lantern. This entire pyramid (up to #11) is not really necessary for you to complete your quest. The only valuable items are three bowls — made of gold, silver, and jade. They will only be of use to look at them and see crude maps. If you want to, you can skip directly to #12, but you will be missing some of the fun.

When you exit the jeep, you will have to start moving FORWARD, BACK, LEFT, or RIGHT. However, if you go back to the jeep, then want to return to the pyramid, the only way is to go west.

3. There is a snake here. You must shoot him quickly or die. Then you can search the platform and pry open the door.
4. There is no way to avoid the pit, and nowhere to go from here. To get out, just climb up using the rope.
5. The tunnel ends here.
6. When you get the jade bowl, the floor will collapse. You will fall to #7, where you will be facing north.
7. This is an intersection after #6.

8. If you search the sarcophagi, a ghost will come out. Wait 30 seconds until it dissipates, and then get the gold bowl.
9. Believe it or not, there is nothing to do here.
10. When you enter this room, you will be facing west. To open the western door, get the urn and put it on the right pedestal. Before exiting, go to #11.
11. When you try to get the silver bowl, the skeleton will animate. You must hit him with your amulet. Then you will be able to get the bowl.
12. Exit the jeep, look at the statue, and you will see a secret word. It is the password for #23. You will not be able to go anywhere unless you put the head back on the statue — you must do this holding only your pills. If you have more things, the head will be too heavy. If you don't have your pills, you will die. You will encounter this jaguar again at #32. Be sure to pick up your equipment again.
13. After you enter the house, give the old woman some food in exchange for her flute. The flute is used at #32.
14. If you give the pedlar anything, you will receive a useless bottle of Pepto-Bismol.
15. This is just an intersection.
16. This is a useless pyramid. Each room inside has a door which cannot be opened, and the keys found within are not needed anywhere.

17. Raul will ask a stupid question when you are heading NW.
18. This is the first time you will encounter Francisco Roloff. There is nothing to do — it is just a little warning.
19. The first time you arrive at the pyramid, Raul will stop the jeep. You will have to go west to continue. To enter, simply go down.
20. We recommend that you save a game here, since you might not survive the next 2 rooms. The dying man refers to the three bowls (#6, #8, and #11) that you may have gotten from the first pyramid.
21. You must go SW immediately to escape the fumes. This is another exception to the rule that when on foot you can only go forward, etc. There is no way to save Raul.
22. Jump at the right time. Good luck! We found no pattern to follow. Do not go back — if you do, you will share Raul's fate.
23. You must say the password (xotzil) that was written on the statue (#12). Go forward here. The passage to the left puts you in a dark maze, the passage to the right puts you in what seems to be a single inescapable room.
24. You should probably save the game again here, so you won't have to go through #22 again if you die. Go forward to the altar.

25. When you look at the altar, you will find a small hole. The only way to open this altar is to put your amulet in the hole. A mask will appear! But this is a false mask, as you can tell from its dark eyes. Take this mask, and search the altar again to find the true Mask of the Sun! When you try to leave, you will realize that you are trapped. Use the mask to reveal a secret passage here, and later at #31.
26. Any direction other than forward will return you to #26. This can go on forever.
27. The sun face will ask you a riddle. Try to work it out yourself. If you can't work it out, you can find the answer by taking the first letter of each word in the following sentence. Can our feathered friends impersonate nightowls?

If you answer incorrectly, you will be thrown into a dark maze. Go in any direction and after several moves you will be back at #27.


You will then get a second riddle, and if you can't answer that, you can return again for a third riddle. The answer to the third riddle is "man."
28. This is the beginning of a fairly complicated maze. It helps to remember that you will be facing different directions, depending on which way you are going. If you try to go to #27, you will just end up here again. If you go right, left, left, left, you will get to a place where forward takes you to #29, or right takes you to #30.
29. This is a very deceptive trap. There is no way to reach freedom here. Many people reach this point and think they just have to solve one problem here to get out. It is a false exit.

30. Even though it looks like you are going to be crushed, you won't be. Just go forward to #31.

31. This maze is unmappable. The only way to find an exit is to wear the mask from #25 and go in any possible direction. Then wear the mask again and move. Repeat this until you arrive at #32. This will take quite a number of moves, and there will be no apparent progress until suddenly you are out of the maze. This is a somewhat unfair problem, as there is no way to know what to do. You must repeat the same apparently useless action about a dozen times before you get any result.

32. You have found Francisco Roloff one more time. He won't let you run away, and if you try to fight him, you will be killed. The only logical thing to do is to hand him the Mask. He will soon be taken care of, but you will then be in danger as the jaguar from #12 faces you. You must then play the flute from #13, and exit to victory!

Map Notes

The heavily bordered square  means unavoidable death. You can sometimes go in compound directions NE, SW, SE, or NW. These are shown on the map as 45 degree angles from the corners of the squares.

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