

\$4.95

**THE
MASK
OF
THE
SUN™**

***adventure
walk-
through***



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MASK OF THE SUN version of the
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THE MASK OF THE SUN

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1982

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written by

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with special thanks to our friends Evan, Edna, and Peter.

Story up till now:

You are now transformed into a Professor of Archeology named Mac Steele. Your talents include treasure hunter and great adventure seeker.

You are drawn to Tibet in a quest for the Lhasa scrolls. Francisco Roboff, your associate and friend, has conspired to steal the fabled scrolls of the Lhasa Monks. In an argument that ensued between the two of you, you managed to acquire from him, without his approval, an amulet that he discovered on a previous expedition.

Returning to your research lab you are determined to get even with Roboff. You painstakingly examine your newly found artifact.

Research completed by students has led to the disclosure that the origin of the amulet was the central part of Mexico. The artifact has now been identified as being Pre-Columbian; it is surrounded by many tales of intrigue, and stories of mysterious powers that may be related to THE MASK OF THE SUN.

Pure gold has always been held in esteem in all cultures. You are led to believe that THE MASK OF THE SUN has that property. In addition to precious metal it gives the user unconquerable powers; but not to be used in excess which could prove to be fatal. You believe this to be only a myth.

You are now so intrigued by this legend, that you put aside the Lhasa Scrolls and you dedicate yourself to unravelling the mysteries behind the amulet, to gain more knowledge about the mask. While under close scrutiny, you snap a part of the amulet that releases a toxic gas, and fall under the toxicity of the gas as it seeps from the amulet.

Two days later you awaken in a hospital affiliated with the research facility to discover that you have been rendered unconscious by the toxic gas fumes released from the amulet. The doctors have been working for those two days trying to keep you alive. An antidote is developed to temporarily provide remission of your general deteriorating condition. The doctors tell you to guard the antidote at all costs since your life is directly related to the amount remaining.

Upon returning to your lab you try to discover more information about combating the affects of the gas that triggered your condition. In a relentless search to cure your body from it's affliction, you come across research papers stating that THE MASK OF THE SUN may hold the cure for your condition.

Your investigation leads down many blind alleys and discouragement ensues. Telegrams have been sent worldwide requesting anyone who has information about the amulet, or the mask, and to respond as quickly as possible. Almost at the point of exhaustion and frustration you receive a telegram from one of your many colleagues. It is from Sanchez, Mexico; signed by Professor de Perez. He informs you that he has a map that may help you find the relationship between the amulet and the mask. It is

a map of some South Central Mexican Aztec ruins. Departing immediately, with hope revived, you charter a plane to take you to the place where you are to meet Professor de Perez. The plane takes you to an airstrip near the ruins.

SO BEGINS THIS ADVENTURE.....

GENERAL HINTS

Because of the structure of this adventure you may use two, three, four or even five word commands or a letter designating directions such as:

E for East

W for West

S for South

N for North

NW for NorthWest

SW for SouthWest

NE for NorthEast

SE for SouthEast

D for down

U for Up

INVENTORY or EQUIPMENT to see the items you are carrying.

When you see the prompt "WAITING" this tells you to hit a key to see the next screen.

All direct commands to be typed are put in quotation marks, and capitalized.

Read all screens CAREFULLY-MAKE NOTES.

IMPORTANT HINTS

As a time saver when typing long instructions such as "GO DOOR"; "PICK UP ROCK" they may be used on the same line providing that you put a period between commands and the text will fit on the same line.

Map everything as you travel; you might want to return to a particular area later on.

All things that you see should be examined for further clarification and for the possibility of hidden objects within the picture. You may also wish to use the command "LOOK" "EXAMINE" using specific area designations.

A good idea is to save the game frequently as this will reduce frustrations which may occur. Please note to save game you need to have on hand one or more initialized diskettes.

The most useful command is "INVENTORY" or "EQUIPMENT" (to save time you can type "INVEN" or "EQUIP" because the sentence interpreter reads only the first five characters of a word). These two commands will display a list of items in your possession.

NOW LET US EXPLORE THE FARTHEST REACHES OF YOUR IMAGINATION AND ENTER THE MASK OF THE SUN.

THIS SECTION LEADS YOU FROM YOUR ARRIVAL AT THE AIRFIELD TO YOUR ENCOUNTER WITH THE INFAMOUS SNAKE.

You will see your first screen and note that you have arrived in Mexico. As you continue reading the story it displays, you must first disembark the aircraft, your best command is "EXIT PLANE" as you exit the plane you approach Professor de Perez and his assistant Raoul. The Professor speaks...

Nearby there is a jeep, and a cryptic map. "TAKE MAP". NOTE: check your inventory now so you will know what you have. "INVEN". Make certain that you do not put down, or loose, the bottle of pills, the amulet, or the revolver, as these are critical to successfully obtain the MASK OF THE SUN.

Now "LOOK JEEP" and take the items within it. "TAKE SHOVEL". "TAKE LANTERN". "TAKE FOOD". Hit return key, "TAKE ROPE". Do "INVEN" to make sure all items are in your possession and you now "GET IN JEEP". You now travel down the road and come to a fork in the road. You go "W". A hut comes into view, "EXIT JEEP". "GO HUT". A lady holding a flute appears before you. "OFFER TASTY FOOD". It is crucial that you have the flute. Read next screen carefully. "EXIT HUT". "GET IN JEEP". "E". NOTE: it would be a good idea to save the game at this point. The command is "SAVE GAME". Read the instructions that follow, they are fairly simple. You are now back at the first crossroad you came to; go "NW". "W" "EXIT JEEP". "GO PATH". You are now at the base of the Temple. "CLIMB STAIRS".

Now "LOOK DEER" and take the items
within it. "TAKE SHOVEL" TAKE
the shovel and use it to dig
"TAKE FOOD". "TAKE FOOD". Hit return key.
"TAKE ROPE". Do "TAKE" to make sure
it goes into your possession and you
all items are in your possession and you

THIS IS THE PART WHERE MANY PEOPLE HAVE
TROUBLE. IT IS THE SPOT WHERE THE
OMINOUS SNAKE LOOMS INSIDE THE TEMPLE.
IT WOULD BE A VERY GOOD IDEA TO SAVE THE
GAME AT THIS POINT.

Read the screen carefully. "EXIT HUT".
"GET IN DEER". "NOTE: it would be a
good idea to save the game at this
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Read the instruction that follow, they
are fairly simple. You are now back at
the first checkpoint you came to go
to. "EXIT DEER". "GO PATH". You are
now at the base of the Temple. "CLIMB
STAIRS".

Well, if you are reading this page
you must have had trouble with the
snake, so here are the commands that
will get you to go on. "LIGHT
MATCH". "LIGHT LANTERN". "ENTER". The
snake rises in front of you, you must
press "SHOOT" immediately upon seeing the
OUT AND TOES

NOTE: at this point please try your own
inventiveness to try to kill the snake
before going on to the next section.

Well, if you are reading this page
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snake rises in front of you, you must
type "SHOOT" immediately upon seeing the
prompt!!!!

NOW CONTINUE THE ADVENTURE ON YOUR OWN.

IF NEED BE OPEN THE NEXT SECTION.

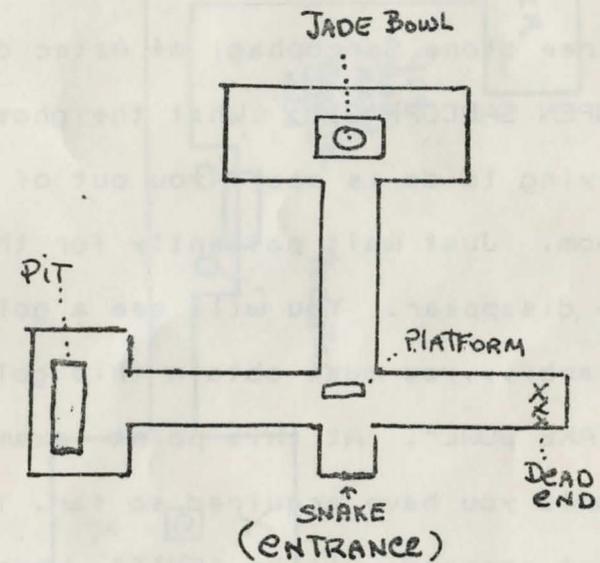
SECTION TWO

THIS SECTION WILL TAKE YOU THROUGH THIS
TEMPLE AND THE RECOVERY OF ALL THREE
BOWLS. (SILVER, JADE, GOLD).

SECTION TWO

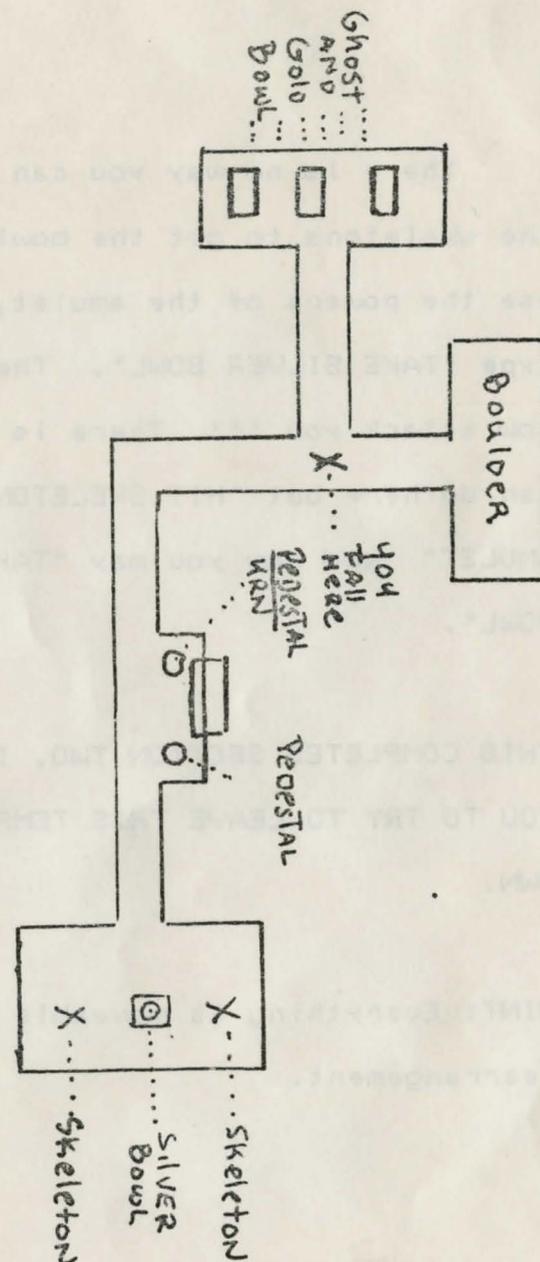
You are in a room with exits to the left and right. Ahead of you there is a stone platform. The temple that you are in is called Jez Caplpoca. From here if you go to the left you will fall into a pit so if this should happen use the command "CLIMB ROPE". This will bring you back to the room with the platform. If you go to the right you will come to a dead end. Just head "BACK".

The idea is to go through the door in front of you, but you see there is no door in front so type "SEARCH PLATFORM". This will reveal that there is a closely fitted door behind platform.....so open it. "OPEN DOOR" then "GO FORWARD". You have now entered the room with the Jade bowl. Which you are to locate. "TAKE JADE BOWL".



See map for your location signified by an x and an arrow towards the direction you are facing. If you go "FORWARD" then you will end up in a room with a rocking boulder. "EXIT" the room.

If you go left from the initial prompt you will end up in a room with three stone Sarcophagi of Aztec origin. "OPEN SARCOPHAGI". What the ghost is trying to do is scare you out of the room. Just wait patiently for the ghost to disappear. You will see a gold bowl nearby...you must obtain this gold bowl "TAKE BOWL". At this point examine the bowls you have acquired so far. Your next command will be "EXIT". When you get to the intersection go "L"."SAVE GAME". go "R". You will now enter a room with one skeleton on either side of an altar, guarding a Silver bowl.



There is no way you can get around the skeletons to get the bowl unless you use the powers of the amulet, to do this type "TAKE SILVER BOWL". The skeletons now attack you !!! There is nothing you can do here but "HIT SKELETON WITH AMULET" and now you may "TAKE SILVER BOWL".

THIS COMPLETES SECTION TWO, IT IS FOR YOU TO TRY TO LEAVE THIS TEMPLE ON YOUR OWN.

HINT: Everything is moveable so try rearrangement.

There is no way you can get around
the skeletons to get the bowl unless you
use the covers of the amulet to do this
task "TAKE SILVER BOWL". The skeletons
now attack you. There is nothing you
can do here but "GET SKELETON WITH
AMULET" and now you say "TAKE SILVER
BOWL".

THIS COMPLETES SECTION TWO. IT IS FOR
YOU TO TRY TO LEAVE THIS TEMPLE ON YOUR
OWN.

NOTE: Everything is movable so try
rearrangement.

SECTION THREE

THIS SECTION WILL TAKE YOU FROM THE ROOM
OF THE SILVER BOWL OUT OF THE TEMPLE OF
JET CATPOD, TO THE ENTRANCE OF THE
SECOND TEMPLE WHERE YOU MUST LOCATE SOME
KEYS. ALSO IN THIS SECTION IS THE
ESSENTIALLY IMPORTANT ENCOUNTER WITH THE
MAGE STATUE.

SECTION THREE

THIS SECTION WILL TAKE YOU FROM THE ROOM OF THE SILVER BOWL OUT OF THE TEMPLE OF JEZ CATLPOCA, TO THE ENTRANCE OF THE SECOND TEMPLE WHERE YOU MUST LOCATE SOME KEYS. ALSO IN THIS SECTION IS THE EXTREMELY IMPORTANT ENCOUNTER WITH THE JAGUAR STATUE.

SECTION THREE

Getting out of the temple presents a challenge. If you are still in the same place, with the skeletons, then you must get back to the room with the door and one pedestal on either side. This door is the only way out. To get out of this room you must "TAKE URN", which is on the left pedestal, and "PUT URN ON RIGHT PEDESTAL". As you will notice you will hear a click as the middle door opens.

It would be a good idea to "SAVE GAME" and make sure you have all three bowls so take a look at your "INVENTORY". It should state: Raoul, Lantern, Box of Matches, Knife, Bottle of Pills, Cryptic Map, Ancient Amulet, Loader Revolver, Length of Rope, a Carved Jade Bowl, Silver Bowl, and a Precious Gold Bowl, a Flute.

Now that you have completed taking inventory "GO FORWARD", then "GO PATH", and you will see your jeep at the end of the path. "GET IN JEEP". Look to see what direction you are available to travel. It is crucial that you go "SE", you will now see a stone statue, you must pick up the head, to do this you have to drop everything except the bottle of pills. If you try to leave this area the jeep will not start. After you have dropped everything you "GET OUT OF JEEP" and "PICK UP HEAD" "LOOK STATUE". You will see carved on the statue, XOTZIL. It is critical that you know this word or you cannot otherwise win this adventure. "PUT HEAD ON STATUE". As soon as the head is put on the statue the idol begins to tremble. Read the following passages.

"GET IN JEEP". Now you must take all the items from within the jeep which you have left there earlier, to start off this task it is a good idea to "LOOK JEEP" to see what items you need. Take everything. Follow the next set of commands exactly "NW.," "E.," then you come to crossroads.

"W.," "W.," "W.," "W.," "SW.," you have now found the Pyramid of Tikal. "EXIT JEEP". It would be a good idea to save the game at this time. "LIGHT MATCHES." "LIGHT LANTERN." "ENTER."

THIS CONCLUDES SECTION THREE.

Here are a few suggestions to guide you through the Pyramid of Tikal.

1. Look, examine, search, all things at all times; nothing is totally unchanging.
2. In the Pyramid there is information keys which you must locate.
3. Take a look in the pool.

SECTION FOUR

SECTION FOUR

THIS SECTION WILL TAKE YOU FROM THE POINT AT WHICH YOU ENTER THE PYRAMID OF TIKAL TO WHERE YOU EXIT IT.

When you enter the pyramid follow the corridor "L." until you enter a room with tough webs "CUT WEBS". Then Raoul begins hacking away. "SEARCH FLOOR" and find the silver key, "GO FORWARD".

The next room you enter has a stone block on the floor. "MOVE BLOCK", continue "FORWARD". You will now enter a room with a gold star above the door. "SEARCH DOOR" and find the gold key. At this point in the game you should have three metal keys. "FORWARD". You are now in the guano room (the one you started off in). You must go back to the room with the stone block in the middle of the floor. Open the door with the gold key. "FORWARD." "FORWARD.", "OPEN DOOR WITH GOLD KEY."

NOTE: Consult map at the end of this section.

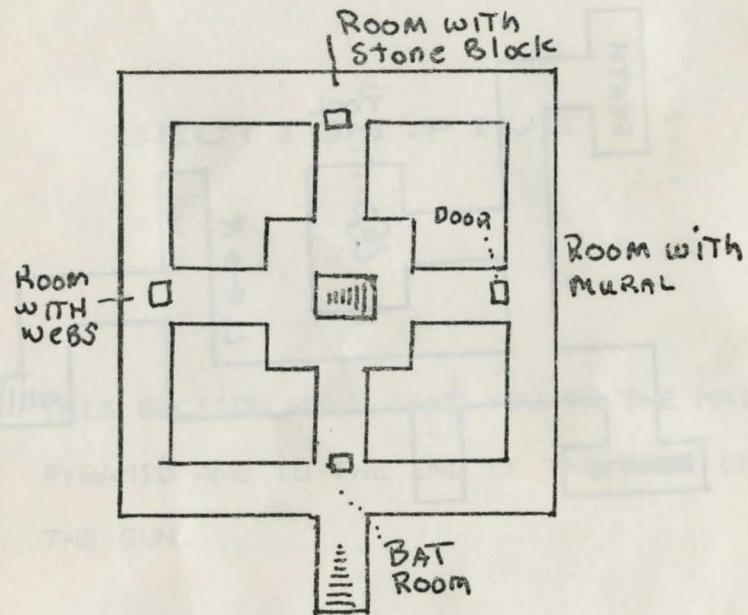
"R." You enter the center of the pyramid with a descending staircase. "D."

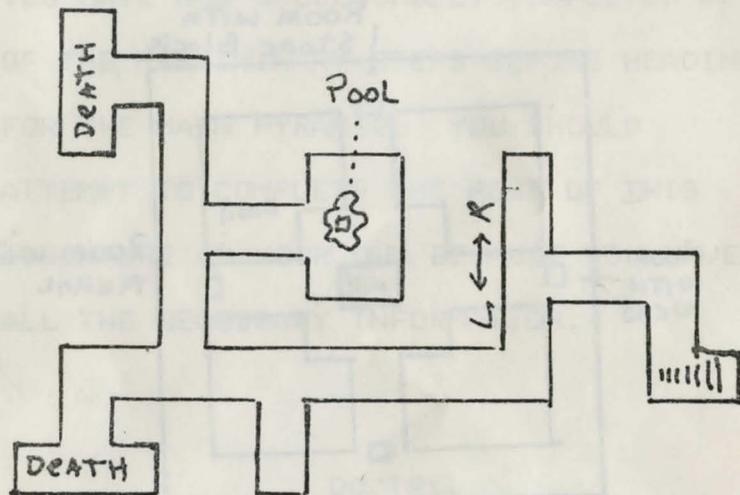
You descend into the depths, follow the tunnel, "FORWARD", into the maze. It would be a good idea to save your game at this point so that you can roam the pyramid for some enjoyment.

If you go to the right you will come to a dead end. "LEFT" you follow the maze to the next crossing and go "FORWARD". The next intersection go "RIGHT" you will now be in a room which contains a large pool of water. "LOOK POOL". You see within the reflections a man holding two masks. It is important that you remember this as it will help you at a later time. "EXIT" go "LEFT". You come to the next intersection and go "FORWARD", at the following intersection go "RIGHT" you should now be at the base of the stairs to go "UP". "EXIT" then continue "FORWARD" and "FORWARD". You are now in a the room with the stone block, so exit the pyramid. "FORWARD"."FORWARD"."L"."GET IN JEEP". "SAVE GAME".

YOU HAVE NOW SUCCESSFULLY COMPLETED ALL OF THE PRELIMINARY STEPS BEFORE HEADING FOR THE MAIN PYRAMID. YOU SHOULD ATTEMPT TO COMPLETE THE REST OF THIS ADVENTURE ON YOUR OWN BECAUSE YOU HAVE ALL THE NECESSARY INFORMATION.

DO TRY.





SECTION FIVE

THIS SECTION WILL TAKE YOU TO THE MAIN
 PYRAMID AND TO THE END OF THE MASK OF
 THE SUN.

SECTION FIVE

You should be in the jeep at this time; then go "NE". "NW". "FORWARD". You should at this point be at the front of a massive stone pyramid with a pit and lots of vines going into the pit. "EXIT JEEP" "LOOK JEEP" to make sure that all items have been removed and are in your possession. "CLIMB DOWN VINE" make sure you still have your lantern lit; otherwise use "LIGHT MATCH". "LIGHT LANTERN". "FORWARD". NOTE: Please read everything carefully.

The clue you should receive is "Bowls of Silver, Jade and Gold used together, safe passage hold."

IT IS EXTREMELY IMPORTANT THAT YOU

"SAVE THE GAME NOW". If you don't, the path that you follow next may take you to your doom. "FORWARD".

The next room you enter will be the gas room, many people meet their demise at this spot. You may have to try many different directions to get out of this room safely. Go "SW". Raoul will die at this point so say your farewells and continue on your journey. He wasn't much use anyway.

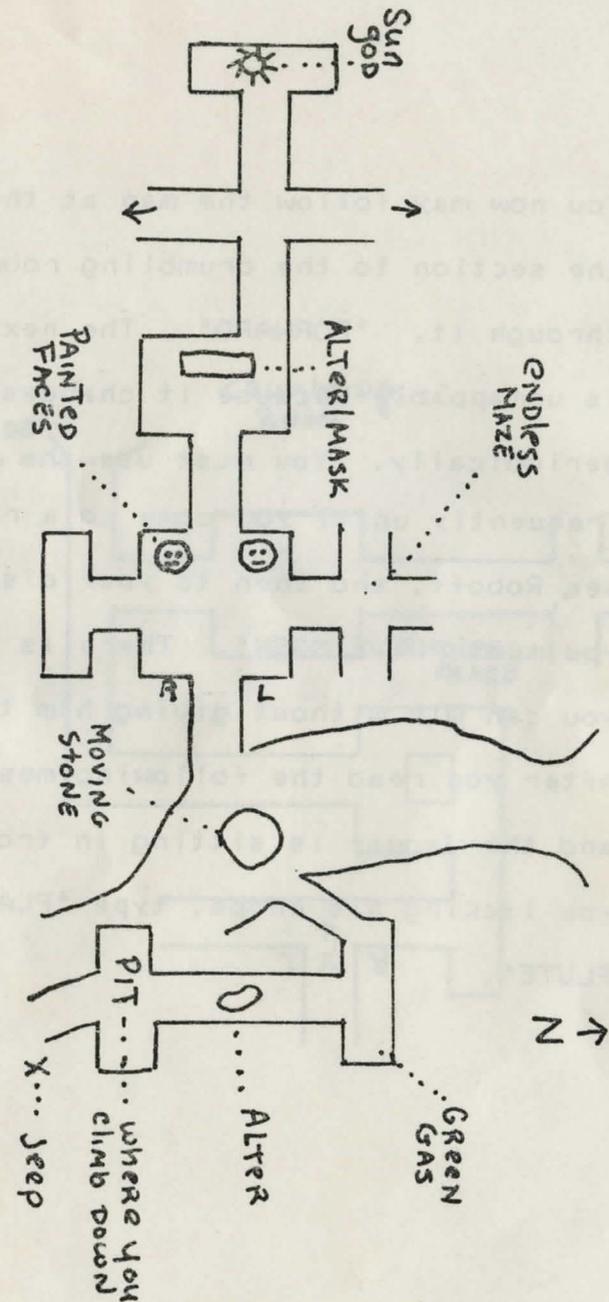
The next scene is even more trying than the one you just experienced. It may take many times to reach the other side.

You must hit the return key to jump. Keep trying...don't despair, you will eventually make it. HINT: don't watch the stone move, anticipate it...

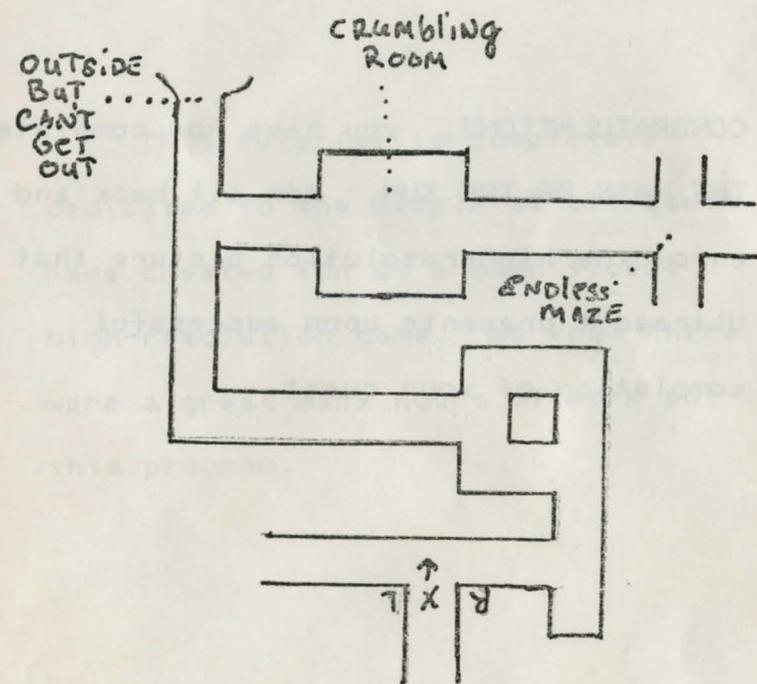
After you cross the river of lava you will come to two faces and they will speak to you. At this point it will be futile to go in either direction since there is nothing there. The only way to get through this point is to "SAY XOTZIL" which you have learned earlier from the blue eyed Jaguar. Remember that Raoul had translated it for you. Well, we guess he had some redeeming value. "FORWARD".

"FORWARD". "FORWARD". "LOOK ALTER". "PUT AMULET IN OPENING". "TAKE MASK". "SEARCH ALTER". Remember the one man holding the two masks, so take the second one that you see now for it is the real one. "TAKE MASK". "USE MASK". "BACK". "GO TUNNEL" you will now be in a three way junction, one to the right and one to the left, and also one forward.

"FORWARD" you are now entering into the presence of the Sun God !!! He will ask you a riddle, the answer is COFFIN. Then you may pass.



You now may follow the map at the end of the section to the crumbling room and go through it. "FORWARD". The next area is unmappable because it changes periodically. You must use the mask frequently until you come to a room and see Roboff, and then to your displeasure you must "GIVE MASK". There is no way you can win without giving him the mask. After you read the following messages and the Jaguar is sitting in front of you licking his chops, type "PLAY FLUTE".



CONGRATULATIONS, you have now completed
THE MASK OF THE SUN, now sit back and
enjoy the high-resolution picture that
Ultrasoft presents upon successful
completion of your quest.

This tutorial is completely
dedicated to the people at Ultrasoft who
have created for us a magnificent
high-resolution game. We know there
were a great many hours of work put into
this program.

There are many other routes you can take to solve this adventure. This is only one of many. Please try your own solutions to situations that arise, you may find something we have not discovered in our quest for THE MASK OF THE SUN.

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notes

There are many other routes you can take to solve this adventure. This is only one of many. Please try your own solutions to situations that arise, you may find something we have not discovered in our quest for THE ROCK BY THE SUN.

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