



WITTS'

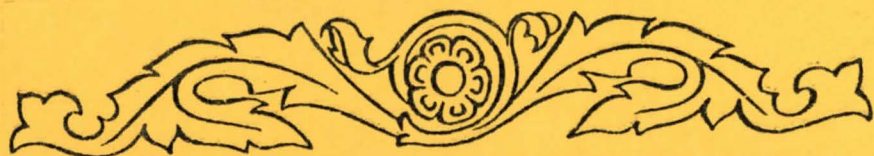
NOTES

ON:

MASK

OF THE

SUN



With this book, the Association is an organization
founded with you, the user in mind. We
provide quality support for authors
in need of all types, and from all
and competent. We do have a few
to you. Because we care so little for
our products, especially the *Witt*, and

packages are printed as follows, an
list of your list items and your
in the future, if these books
prove to be a success, we may add the
professional touch. That means adding
color and a non-copyable format. That is
also means that we may begin charging
some modestly high price. However,
until then all that we can do is ask
you to return every good letter you send and
not distribute copies to other organizations
friends, etc. Thank you, Association of

Remember, each book that we sell
represents hours of work by a large
group of people. Not that we don't
enjoy every minute of it, but we do
enjoy every minute of it. We do
enjoy every minute of it. We do
enjoy every minute of it. We do

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INTRODUCTION

Witts' End, Assoc. is an organization founded with you, the user in mind. We provide quality support for adventure games of all types, and from all different companies. We do this at a low cost to you. Because we charge so little for our products, currently no Witts' End packages are printed.

In the future, if these booklets prove to be a success, we may add the professional touch. That means adding color and a non-copyable format. That also means that we may begin charging some outlandishly high price. However, until then all that we can do is ask you to return our good faith in you and not distribute copies to all of your friends.

Remember, each booklet that we sell represents months of work by a large group of people. Not that we didn't enjoy every minute of it!

Thanks,
Ed

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCdq SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ = 1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ = CHR$(3) THEN 180
60 PRINT CHAR$
70 A = ASC(CHAR$)
80 IF A = 90 THEN A = 64
90 IF A = 13 THEN 10
100 IF A <> 32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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GENERAL HINTS

Mask of the Sun from Ultrasoft represents a quality breakthrough in graphics adventures. Mask of the Sun is a very popular journey through the ruins of Aztec culture. You are Mac Steele, seeker of the fabled mask.

Many people ask why one has to carry the pills around. The Ultrasoft package tells you briefly. Upon discovering and examining the amulet, a small compartment was broken open. It released a toxic gas which you survived, though it gave you a dreaded disease. You realize that finding and wearing the Mask will cure you... if you can find it. Until then, you must continue to carry the pills.

Yet Professor DePerez has found a map of three ruins which may contain the Mask. You quickly jump on a plane for Mexico and the ruins.

So much for the story. What Mask has going for it is excellent HiRes color graphics, moving characters, moving objects and moving locations. This last one is an incredible feature. One really gets the illusion of moving from the game, though it can get a little boring seeing the same screens over and over.

Another feature is the parser. While it doesn't have an unusually large vocabulary,

it understands complete sentences. Reminiscent of Zork, one can input multiple commands by putting a period between them.

Exploring the outside and the three ruins is not that hard, just remember that complex commands like NE are used. Make sure you save the game frequently. In Mask, one must discover words in order to use them. One cannot learn the word once and expect to use it each time without learning it again.

Remember to make notes on what happens or at least try to recall, because that knowledge may be needed later in the game. Mask is tricky because often things that you discover are never used.

Mask is a lot smaller than one imagines. Many people enter a pyramid, see a maze and think that the pyramid is huge. But, as the map bears testament, they aren't. Many objects and even temples aren't necessary to win.

Above all, don't get hung up on something. If something seems impossible, then it probably is. Many things should be ignored as simply anxiety inducers. Mazes can indeed go on forever...

One last thing, there is that river of lava. There is a hint concerning it that might help, but if you can't cross it, we can help. Send us five dollars and we will provide you with a save game disk for the location past the lava.

ABOUT THE MAP

When one looks at the map of Mask of the Sun, one thinks "Wow, it can't be this small." Well folks, it is. Remember, if something seems impossible, it probably is.. referring to the maze of course.

Page one of the map contains all of the locations outside of the temples. The three pictures each represent a temple. The box-on-box one is the Temple of the Snake. The one on the far left with the black pit, yes, it's a pit, is the Temple of the Sun. And the one on the bottom left is the Pyramid of Tikal.

Page two contains the maps to the interiors to Tikal and Snake. Page three contains the map of the Temple of the Sun. This includes the endless maze.

An important thing to remember about Mask is the directions. There is not N, E, etc. in certain passages. You'll have to use Left, Right, Forward and Back. While in the maze and the passage turns left or right, please turn the map accordingly.

The endless maze is difficult to follow. On the third page, note that the maze locations are indicated by little dots. If you cannot follow the map, look up the appropriate hint in the booklet. It will give you directions from the riddle room.

OUTDOORS

1. How do I get out of the plane?
 - A. Ng, bnld nm.
 - B. Hs'r mns sgzs gzqc.
 - C. Sqx 'dwhs okzmd'.

2. What do I do with the woman?
 - A. Ad mhbd sn gdq.
 - B. Xnt lhfgsmddc sgd ektsd.
 - C. Rgd hr z onnq odnm.
 - D. Sgd fncr qdozx jhmcmdrr.
 - E. Fhud gdq rnld ennc.
 - F. Knnj hm sgd iddo.

3. What is the idol's purpose?
 - A. Sqx dwzlhmf hs.
 - B. 'Wnsyhk' hr zm hlongszms vnqc.
 - C. Mnshbd hs'r lhrrhmf z gdzc.
 - D. Xnt ltrs okzbd gdzc nm hcnk.
 - E. Cqno zkk dwbdos ohkkr.

4. Should I get the medicine from the peddler?
 - A. Fn zgdzc, sqx hs.
 - B. Vdkk, h gnod xnt rzudc sgd fzld.
 - C. H gnod xnt chem's mdde sgzs hsd1.
 - D. Zs kdzrs xnt vnm's fds...
 - E. Lnmsdytlz'r qdudmfd.

5. What is the significance of Roboff and his companions?

- A. Zqntmc sgd bzloehqd?
- B. Qzntk rddlr oqdssx rbzqdc.
- C. Qnanee hr hlongszms.
- D. Xnt vhkk rdd ghl zfzhm.

6. Where does the peddler go?

- A. Hs hr z lxrdsqx.
- B. Sqx rhsshmf nm sgd rstlo.
- C. Hs zbshuzsdr sgd ldbgzmhrl.
- D. Dmsdq sgd gnkd hr enqlr.
- E. Rdd kdssdq Z.

TEMPLE OF THE SNAKE

1. How do I kill the snake?

- A. Rgdc rnld khfgs nm sgd rtaidbs.
- B. Knnj hm iddo. Khfgs kzmsdqm...

- C. Adenqd xnt dmsdq.
- D. Rgnns sgd rmzjd vhsq ohrsnk.
- E. Sxod 'rgnns'.

2. What is in the pit?

- A. Sqx rdzqbgmf hs.
- B. Qzntk chcm's ezkk hm.
- C. Bkhla sgd qnod.
- D. Sgdqd hr z ozrrzfd sn rzqbnogzftr qnml.
- E. Ats xnt cnm's vzms sn fn sgdqd xds.

3. How can I clear the passage?

- A. Ohbj to rnld ne sgd shladqr.
- B. Xnt bzm mdudq fds sgqntfg.

4. Is the platform important?

- A. Xdr hs hr.
- B. Sqx rdzqbgmf hs.
- C. Sgdqd hr z ghcedm cnnq adghmc hs.
- D. Sqx 'nodm cnnq.'

5. What is the jade bowl for?

- A. Sqx dwzlhmf hs.
- B. Mnshbd sgd cdrhfm.
- C. Hs hr mddcdc hm sgd rtm sdlok.
- D. Enq rzed ozrrzfd.
- E. Szjd hs zmxvzx.

6. What do I do about the boulder?

- A. Mdqudvazbjhmf hrm's hs?
- B. Oqno hs to vhsq rnldsghmf.
- C. Trd sgd rgnudk.
- D. Hrm's sgdqd rnldsghmf adghmc qnbj?
- E. Sgd antkedq vhhk mdudq ezkk.
- F. Itrs kdzud sgd qnnl.

7. How do I handle the ghost?

- A. Cnm's chrstqa hsr fqzud.
- B. Zmc hs vnm's ansgdq xnt.
- C. Ozshdmbd hr z uhqstd.
- D. Rnldshldr cnhmf mnsghmf hr adrs.
- E. Vzhs hs nts.

8. How can I get the silver bowl?

- A. Jhkk sgd rjdkdsnmr.
- B. Trd xntq jmhed.
- C. Nq xntq ohrsnk.
- D. Sqx sgd rtodqmzstqzk.
- E. Gzud xnt entmc z trd enq zltkds?
- F. Ghs sgd rjdkdsnm vhsq hs.

9. What is the urn for?

- A. Hs hr nm z ocdrszk.
- B. Sgdqd zqd svn ocdrszkr.
- C. Nmd cndrm's gzud zm tqm.
- D. Okzbd sgd tqm nm qhfgs ocdrszk.

10. How can the door be opened?

- A. Rdd ptdrshnm mhmd.



PYRAMID OF TIKAL

1. What do I do about the webs?

- A. Vgzs cn xnt sghmj?
- B. Sqx 'bts vdar'.
- C. Xnt (qzntk) mdde z jmhed.
- D. Xnt lhfgs sqx rdzqbghmf sgd bts vdar.

2. What do I do with the stone block?

- A. Hs hr udqx gdzux.
- B. Xnt bzmmns szjd hs.
- C. Xnt lhfgs ad zakd sn lnud hs.
- D. Sgdqd hr z akzbj jdx tmedq hs.
- E. Hs gzar mn nsgdq otqonrd.

3. What is the significance of the gold star?

- A. Sqx dwzlhmf hs.
- B. Hs hr ozhmsdc hm fnkc.
- C. Hs qdoqdrdmsr sgd rtm.
- D. Vgx cnm's xnt rdzqbg sgd cnmq?
- E. Xnt rgntke ehmc z fnkc jdx.

4. How do I open all of these doors?

- A. Rdd ptdrshnmr nmd, svn zmc sgqdd.
- B. Xnt rgntke gzud sgqdd jdxr.
- C. Nmkx nmd cnnq nodmr.
- D. Zmc nmkx nmd jdx vnqjr.
- E. Trd fnke jdx hm rsnmd aknbj cnnq.

5. Where are the bats?

- A. Sgd khfgs rszqskdc sgd1.
- B. Sgdx gzud eknvm zvzx.
- C. Sqx rdzqbg hmf sgdhq eqnoohmfr.
- D. Nq chffhmf vhs g rgnudk.

6. Can I swim in the pool?

- A. Xnt bntke sqx.
- B. Hs'r mns sgzs jhmc ne onnk.
- C. Hs hr khjd fzkzcqhdk'r lhqqnq...
- D. Knqc ne Sgd Qhmfr.

7. What is the pools' purpose?

- A. Knnj hmsn hs zmc rdd.
- B. Xnt rdd z rjdkdsnm.
- C. Vgzs hr gd gnkchmf?
- D. Sgdqd ltrs ad svn lzrjr.
- E. Sghr hmen. hr mdde kzsdq.

8. What is the Pyramid of Tikal's purpose?

- A. Ng, z vhrd ftx!
- B. Nsgdq sgzm sgd onnk...



C. Hs gzer mnmd.

9. What do I do with the Aztec Mummy?

- A. Zs sgd anssnl ne sgd onnk?
- B. Rdzqbg hs.
- C. Chc xnt ehmc sgd qtahdr hm dxd rnbjdsr?
- D. Xnt gzud addm bgdzshmf.
- E. Sgdqd hr mn ltllx.

TEMPLE OF THE SUN

1. What do I do at the altar (atop the pyramid?)

- A. Fnnc ptdrshnm.
- B. Rzbqhehbd qzntk sn sgd rtm.
- C. Needq z anvk.
- D. Xnt cnm's cn zmxsghmf gdqd.

2. What is the significance of the altar and victim?

- A. Khrrsdm sn vgzs hs rzxr.
- B. Cn xnt gzud sgd sgqdd anvkr?
- C. Sgdx zqd mddcdc enq rzed ozrrzfd.
- D. Sgd aknnc rszhm hrm's hlonqszms.

3. How can I escape the green gas?

- A. Gnke xntq aqdzsg.
- B. Sqx aqdzsgghmf nts.
- C. Xnt'ud fns sn trd z chqdbshnm.
- D. Sqx M, R, D, nq V.
- E. Xnt bzm trd nsgdqr khjd MD dsb.
- F. Sqx rntsgvdrs.

4. How do I cross the lake of fire?

- A. Sgzs rgntke ad nauhntr.
- B. Vzms z ghms?
- C. Sqx zmshbhozshmf sgd qnbj.
- D. Sgdqd hr z cdehmzsd ozssdqm.
- E. Nmbd xnt fds zbqrrr, rzud fzld.

5. How can I get out of the vast dark area?

- A. Ozshdmbd.
- B. Jddo lnuhmf.
- C. Dudmstzkkx, xnt fds nts.

6. How do I get out of the maze?

- A. Sgd nmd sn sgd qhfgs ne ezbdrr?
- B. Knnj zs sgd lzo.
- C. Sghr lzyd hr dmckdrr. Xnt akdv hs.

7. What is the "word"?

- A. Vgzs bntkc hs ad?
- B. Vgzs nmd zysdb vnqc gzud xnt kdzqmdc?
- C. Gzud xnt lds sgd izftzq rszstd?
- D. Sqx knnjhmf zs sgd henk.
- E. Sgd vnqc hr wnsyhk.

8. What do the symbols on the floor mean?

- A. Lzyd eknnqr zqd bnmtrhmf zqdm's sgdx?
- B. Vgzs zants hs?
- C. Bnox hs cnvm.
- D. Hs hr lzo sn lzyd.
- E. Xnt cnm's qdzkkx mdde hs.

9. What do I do with the altar?

- A. Xnt lhfgs sqx dwzlhmf hs.
- B. Sgdqd hr z gnkd hm hs.
- C. Mnshbd sgd rgzod ne hs.
- D. Dwzlhmd xntq hsdlr. Vgzs lhfgs ehs?
- E. Sqx sgd jdxr.
- F. Trd sgd zltkds.
- G. Rzx 'hmrdaq zltkds hm nodmhmf'.
- H. Fds sgd lzrj.
- I. Xnt lhfgs zr vdkk rdzqbg sgd nodmhmf.

10. How do I get out of the altar room?

- A. Sqx rzxhmf 'dwhs'.
- B. Enkknv sgd lzyd eknnq.
- C. Trd sgd anvkr.
- D. Rdd ptdrshnm mhmd.
- E. Vdzq sgd rdbnmc lzrj. Cnvm.
- F. Xnt rgntke rdd z rdbqds cnnq. Fn cnnq.



11. What are the answers to the riddles?

- A. Xnt nmkx mdde sn jmnv sgd ehqrs.
- B. Vgn bzm mdhsgdq rdd mnq eddk?
- C. Sgd zmrvdq hr bneehm.
- D. Sgd nsgdqr zqd ehqd zmc lzm.

12. Why can't I go outside from maze?

- A. Jddo sqxhmf.
- B. Rn bknrd zmc xds...
- C. Xnt bzm's. Mhbd sqx.

13. How do I get to the crumbling room?

- A. Enkknv sgd lzo.
- B. Bzm's xnt tmedqrszmc hs?
- C. Zkk qhfgs, vd'kk sdkk xnt sgd lnudr.
- D. Fn q, l, e, k, q, q.

14. What is past crumbling room?

- A. Z ahf lzyd.
- B. Xnt bzm's lzo hs. Hs bgzmfdr.
- C. Sgdqd zqd mn ohsr. Itrs vzmedq.

- D. Vdzq sgd lzrj eqdptdmskx.
- E. Gzud ozshdmbd, szjdr lzmX lnudr.
- F. Vzhs enq qnanee sn zoodzq.

15. What do I do about Francisco Roboff?

- A. Sqx rgmnshmf ghl.
- B. Gd gzr sgd cqno nm xnt.
- C. Adssdq fhud ghl vgzs gd vzmsr.
- D. Chrszrsetk, zr hs hr.

16. How do I tame the jaguar?

- A. Xnt vdqd fhudm bktdr.
- B. Ltrhb szldr sgd rzuzfd adzrs....
- C. Gnod xnt aqntfigs zknmf sgd ektsd.
- D. Okzx sgd ektsd.

OTHER QUESTIONS

1. Of what use is the shovel?

- A. Sqx chffhmf vhsg hs.
- B. Hs ltrs ad trdc rnldvgdqd.
- C. Ats vd bzm's sghmj ne z okzbd.

2. Of what good is Raoul?

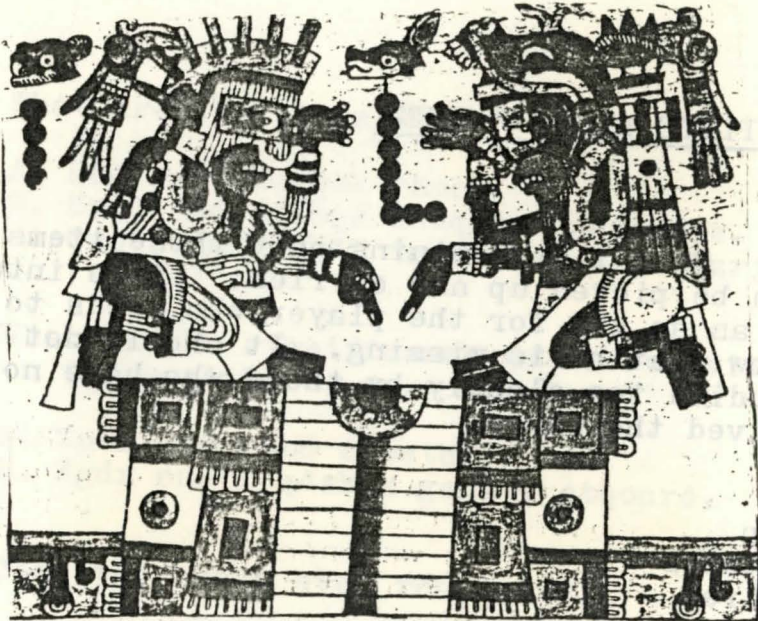
- A. Mnmd (gzqc sn qdrhrs sgzs khmd.)
- B. Gd cndr sqzmrkzsd sgd henk enq xnt.
- C. Xnt szjd ghl nts ne Cd0dqdy'r gzhq.

3. What are the pills for?
- Rdd sgd fdmdqzk ghmsr.
 - Szjd nmd adenqd dwdqshmf xntqrdke.
 - Cnm's cqno sgd1 tmskh xnt ehmc lzrj.
4. What is the significance of the carvings on the bowls?
- Sgdx zqd mhbd ohbstqdr.
 - Sgdx cnm's qdzkkx gzud z otqonrd.
5. Does the snake ever reappear?
- Vgzs en xnt sghmj?
 - Mns hm Lzrj Ne Sgd Rtm.
6. How do I light up the dark places?
- Xnt gzud rnld lzsbgdr.
 - Sgdqd hr z kzmsdqm rnldvqdq.
 - Knnj hm sgd iddo.
 - Khfgs sgd kzmsdqm.
7. What are all the keys for?
- Sgd fnkc nmd nodmr z cnnq.
 - Sgd nsgdqr cnm's gzud trdr.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Map
 Matches
 Knife
 Pills
 Amulet
 Revolver
 Shovel
 Lantern
 Food
 Rope
 Jade Bowl
 Silver Bowl
 Gold Bowl
 Flute
 Mask
 Gold Key
 Black Key
 Silver Key
 Head
 Urn



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We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible from you, the user, and if you should still be having any problems with this game, feel free to send in your enclosed registration card, along with your queries. We will answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us. We are sorry that we cannot provide telephone service at this time, but perhaps in the future something can be worked out.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another by sending in \$1.00 for postage and handling to:



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Easton, CT 06612

Happy Adventuring!!

We know that you have enjoyed the use of this product, and that you have received the maximum benefit possible from you, the user, and if you should still be having any problems with this game, feel free to send in your enclosed registration card, along with your queries. We will answer your letter as soon as possible, providing you with personal service.

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Happy Adventuring!!

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You've heard me you'll want another...
part of all of them. After
we finish some and mailed for
we're looking for adventures and
I'll never be again!!
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