WITT'S NOTES

MASK OF THE SUN

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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 dwzlhmhmf hs.
   B. 'Wnsyhk' hr zm hlonqszms 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 chcm's mddc sgzs hsdl.
   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 hlonqszmr.
D. Xnt vhkk rdd ghl zfzhm.

6. Where does the peddler go?

A. Hs hr z lxrsdqx.
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 iddp. Khfgs kzmsdqm...

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

2. What is in the pit?

A. Sqx rdzqbghmf hs.
B. Qzntk chcm's ezkk hm.
C. Bkhla sgd qnod.
D. Sgdqd hr z ozrrzfd sn rzqbnogzftr qnnl.
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 rdzqbghmf hs.
C. Sgdqd hr z ghccdm cnnq adghmc hs.
D. Sqx 'nodm cnnq.'

5. What is the jade bowl for?

A. Sqx dwzlhmhmf hs.
B. Mnshbd sgd cdrhfm.
C. Hs hr mddcdc hm sgd rtm sdlokd.
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 vhsg rnldsghmf.
C. Trd sgd rgnudk.
D. Hrm's rgdqd rnldsghmf adghmc qnbj?
E. Sgd antkcdq vhkk 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 vhsg hs.

9. What is the urn for?

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

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) mddc 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 tmcdq hs.
    E. Hs gzr mn nsgdq otqonrd.

3. What is the significance of the gold star?

    A. Sqx dwzlhmhmf hs.
    B. Hs hr ozhmsdc hm fnkc.
    C. Hs qdoqdrdmsr sgd rtm.
    D. Vgx cnm's xnt rdzqbg sgd cnnq?
    E. Xnt rgntkc ehmc z fnkc jdx.

4. How do I open all of these doors?

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

5. Where are the bats?

    A. Sgd khfgs rszqskdc sgdl.
    B. Sgdx gzud eknvm zvzx.
    C. Sqx rdzqbghmf sgdhq cqnoohmfr.
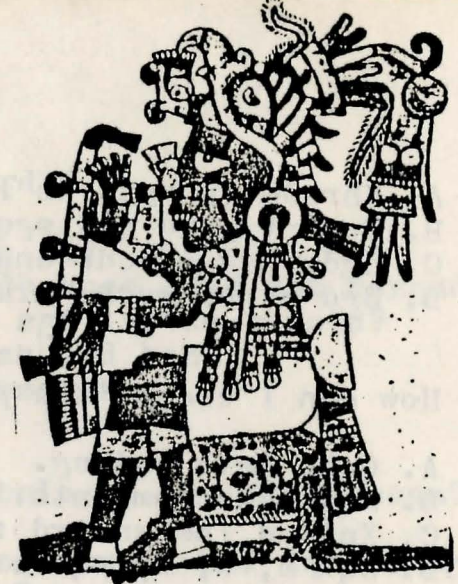   D. Nq chffhmf vhsg rgnudk.

6. Can I swim in the pool?

    A. Xnt bntkc 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 fnkchmf?
    D. Sgdqd ltrs ad svn lzrjr.
    E. Sghr hmen. hr mddc kzsdq.

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

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

    C. Hs gzr 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 pyra-
   mid?)

    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. Khrsdm 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. Gnkc xntq aqdzsg.
B. Sqx aqdzsghmf 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 rgntkc ad nauhntr.
B. Vzms z ghms?
C. Sqx zmshbhozshmf sgd qnbj.
D. Sgdqd hr z cdehmzsd ozssdqm.
E. Nmbd xnt fds zbqnrr, 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 ezbdr?
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 hcnk.
E. Sgd vnqc hr wnsyhk.

8. What do the symbols on the floor mean?

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

9. What do I do with the altar?

A. Xnt lhfgs sqx dwzlhmhmf 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 'hmrdqs 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 rgntkc rdd z rdbqds cnnq. Fn cnnq.

11. What are the answers to the riddles?

A. Xnt nmkx mddc 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 tmcdqrszmc hs?
C. Zkk qhfgs, vd'kk sdkk xnt sgd lnudr.
D. Fn q, l, e, k, q, q.

14. What is part crumbling room?

A. Z ahf lzyd.
B. Xnt bzm'r lzo hs. Hs bgzmfdr.
C. Sgdqd zqd mn ohsr. Itrs vzmcdq.

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 rgnnshmf 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 aqntfgs 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 hcnk enq xnt.
C. Xnt szjd ghl nts ne CdOdqdy'r gzhq.

3. What are the pills for?

A. Rdd sgd fdmdqzk ghmsr.
B. Szjd nmd adenqd dwdqshmf xntqrdke.
C. Cnm's cquo sgdl tmshk xnt ehmc lzrj.

4. What is the significance of the carvings on the bowls?

A. Sgdx zqd mhbd ohbstqdr.
B. Sgdx cnm's qdzkkx gzud z otqonrd.

5. Does the snake ever reappear?

A. Vgzs cn xnt sghmj?
B. Mns hm Lzrj Ne Sgd Rtm.

6. How do I light up the dark places?

A. Xnt gzud rnld lzsbgdr.
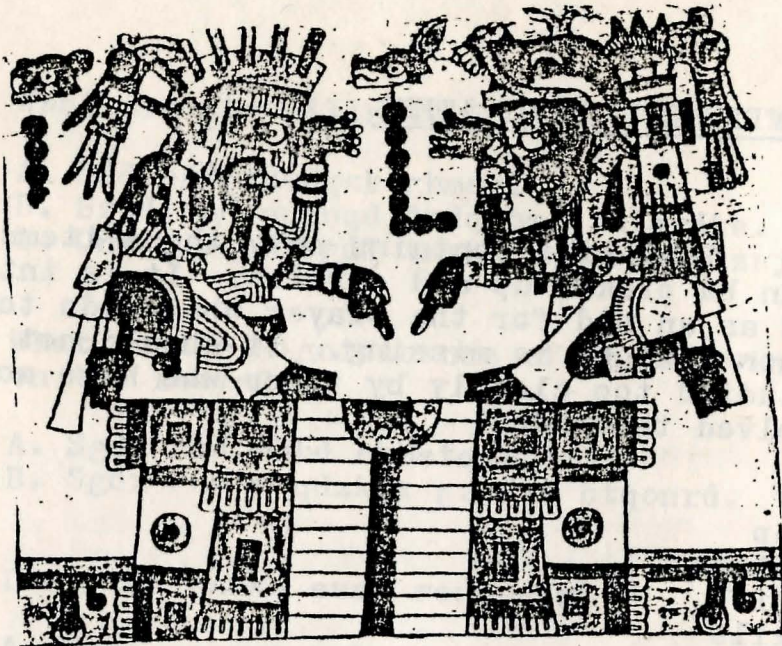B. Sgdqd hr z kzmsdqm rnldvgdqd.
C. Knnj hm sgd iddo.
D. Khfgs sgd kzmsdqm.

7. What are all the keys for?

A. Sgd fnkc nmd nodmr z cnnq.
B. 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

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to 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.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.

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Happy Adventuring!!

Witt's End

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