

THE MASK OF THE SUN



—ULTRASOFT—

INCORPORATED

© 1992



An Animated
Adventure

© 1982 All rights reserved by

== **ULTRASOFT** ==

INCORPORATED

THE STORY SO FAR:

You are Mac Steele: archaeologist, adventurer, treasure-hunter. Your quest for the Mask of the Sun started in Tibet. Your latest discovery, the scrolls of the monks of Lhasa, was stolen by your not-so-esteemed colleague, Francisco Roboff. In a fracas you steal an amulet he had located in a previous dig. Returning to the U of Boston, you resolve to investigate your new acquisition, and settle the score with Roboff.

Painstaking research, (actually by an ambitious grad student), reveals that the amulet is a Pre-Columbian artifact from Central Mexico, surrounded by legend and folklore. Intrigued, especially with how Roboff obtained it, you go on to find that it relates to another more interesting artifact and/or legend: **The Mask of the Sun.**

You turn over in your mind the few facts you were able to glean about the Mask: it is solid gold, it gives the wearer invincibility, it's solid gold, it would be the Central American find of the century, and it's solid gold! There is something about a curse brought down on anyone who overused it, but that is certainly myth. You now approach the amulet with true dedication, trying to learn its secrets. In probing a small crevice, you open a tiny compartment which releases a pale green gas. You lose consciousness . . .

. . . to regain it in the hospital wing of the University. You have been out for almost two days. The doctors are mystified, but by trial and error (that's why it took two days), they have concocted an antidote that temporarily halts the rapid degeneration that your body is now undergoing. The doctors caution you to guard the pills with your life, and to take them regularly. You return to your office to investigate the amulet with new vigor: to find a cure to the debilitating condition that the amulet brought on. The references in the literature to the curse and the location of the Mask are tantalizing, but unclear. **The Mask of the Sun** may hold the cure for your condition!

Your search for the location of the Mask leads nowhere until you receive a message from Professor de Perez, at the University of Mexico at Sanchez. He is responding to one of your telegrams sent to everyone you could think of, asking for information on the amulet. He has a map from the University that may relate the amulet and the Mask to several Aztec ruins. With no more to go on, you depart for South-Central Mexico, to meet Professor de Perez at an airfield near one of the potential sites. The rest of the adventure is for you to discover!

THE MASK OF THE SUN

The Mask of the Sun is made possible by the use of ULTRA, a specialized adventure and graphics generation language in 6502 Assembler that produces full-screen animation in a wide variety of circumstances. ULTRA allows a full-color Hi-Res screen (stored in about 1K, for the technically minded) to be drawn quickly enough to give the illusion of movement. **The Mask of the Sun** represents a combination of animation, professional graphics, entertaining sound effects, sophisticated text handling and speed that has not been seen in the Apple adventure genre before.

STARTING THE GAME

Equipment Required

The Mask of the Sun must be booted in a 48K Apple II DOS 3.3 system. The impact of the exceptional graphics is greatly reduced on a black and white system, so a color television, or better yet, a color monitor is highly recommended.

In Case of Trouble

If you have any difficulty booting the disk, please consult your DOS 3.3 manual for its troubleshooting suggestions. If **The Mask of the Sun** disk will not boot, and operation of your system is otherwise perfect, please contact your Ultrasoft, Inc. dealer for a replacement. Please see the Warranty statement for details.

Use of Both Sides

In order to support the complexity and sophistication of the graphics and copious text in **The Mask of the Sun**, and to provide you with this quality of software at a reasonable price, both sides of the disk are used. It is necessary to flip the disk only when the appropriate point is reached in the play of the game. You will be told exactly when to flip the disk. The SAVE GAME and RESTORE GAME instructions give more details relevant to this topic.

SYNTAX, HINTS

The text-handling capabilities of **The Mask of the Sun** are exceptional, and you will enjoy testing them to their limits. If a room has more text that can be presented at one time, [waiting] will be printed in the lower left corner of the screen. Typing any key will present another three lines, until all text has been shown and the game's OK> prompt returns.

SENTENCE STRUCTURE

The game understands full sentences as well as the truncated English typical to the seasoned adventure player. "LOOK AT THE BOTTLE OF PILLS" is understood to be the same as "LOOK PILLS". The game expects each command to have a verb and an object, and understands modifiers when they are appropriate. A verb without an object may be incomprehensible. Multiple verbs in a single command are very confusing to a computer as well as people. "GO EAT KICK" is equally hard for either to interpret. A number of examples of statements ULTRA does not understand and its responses, are listed in the next section.

Word Interpretation

The Mask of the Sun has a large vocabulary, but be aware it uses many more words than it understands. If one does not have the desired effect, try synonyms or rephrasing the request. If the system does not understand what you have typed it will respond in a number of ways:

When ULTRA does not recognize anything —

You type: FERNAP
ULTRA responds: I don't understand "FERNAP".
(Nobody knows what 'FERNAP' means.)

When ULTRA does not know an object or no object is in the command —

You type: GET FERNAP
ULTRA responds: I don't recognize an object in "GET FERNAP".
You type: GET
ULTRA responds: I don't recognize an object in "GET".

When you refer to an object not in the area —

You type: GET LAMP
ULTRA responds: You don't see a lamp anywhere around here.
(When you left it elsewhere.)

When ULTRA doesn't know a verb or no verb is in the command —

You Type: FERNAP GUN
ULTRA responds: I don't recognize a verb in "FERNAP GUN".
You Type: CHEW GUN
ULTRA responds: I don't recognize a verb in "CHEW GUN".
(ULTRA doesn't know what CHEW means.)
You Type: GUN
ULTRA responds: I don't recognize a verb in "GUN".

When you use a verb that ULTRA recognizes with an object that it recognizes but thinks inappropriate, it will tell you so.

Bear in mind that ULTRA finds only the first five characters significant, so typing in "INVEN" for instance, has the same effect as typing "INVENTORY". Words are fully spelled out in the examples for clarity.

HELPFUL HINTS

If the Mask of the Sun is one of your first adventure quests: Congratulations! You've made an excellent beginning. A few suggestions from experienced adventure-players may be of help:

- 1) Map everything on a piece of paper! Many mazes are too complicated to map in your head.
- 2) Examine all things at all times. Nothing is totally unchanging.
- 3) SAVE the game frequently. It will save much frustration.

COMMANDS

DIRECTIONS

A direction is considered to be a verb by the game. "NORTH" or "N" will attempt travel to the north. Please note that directions requiring more than five characters must be abbreviated to be understood. "NW" must be used instead of "NORTHWEST," which would appear the same as "NORTH" to the game. The same is true for NE, SE, and SW. Other valid directions to try are UP or U, DOWN or D, FORWARD, BACK, RIGHT or R, LEFT or L, ENTER, EXIT, IN, OUT, and CLIMB. Additional synonyms are used but you will be left the task of discovering them.

INVENTORY, SUPPLIES, EQUIPMENT

Lists the items you have in your possession. There is a limit to what you can carry, which you will surely find!

LOOK, EXAMINE

Shows you the details of the area you are in, usually but not always mentioning objects that may be relevant to your quest. This information may be different than that provided when you first enter a room or place, so it is always useful to ask.

SEARCH

Will find things that LOOK and EXAMINE may not. If you don't SEARCH you may miss many valuable clues.

GET ALL, TAKE ALL (other verbs may be supported)

Will get everything in the area you can carry.

DROP ALL, PUT ALL (other verbs may be supported)

Will drop or deposit everything you have at your feet.

GET ALL BUT (object), TAKE ALL BUT (object) (other verbs may be supported)

Will get everything in the area you can carry except the (object) in question.

DROP ALL BUT (object), PUT ALL BUT (object)

Will drop everything you have at your feet except the (object).

SOUND OFF/ON

Will cause the sound effects to be turned off or on.

SAVE GAME

BE SURE YOU HAVE AN INITIALIZED DOS 3.3 DISK BEFORE CONTINUING.

Your place in the game, along with any possessions (or handicaps!) you may have acquired can be recorded to a SAVE GAME disk. Only one game may be saved to each disk, so multiple disks will be needed if several players wish to save their places.

- 1) Type 'SAVE GAME' (return).
- 2) You will be prompted to remove the game diskette and insert a blank, initialized diskette in Drive 1.
- 3) Press (return) and your place will be saved to the disk. If you see 'Error During Disk Action', chances are you do not have an initialized DOS 3.3 disk. Please follow the prompts and try again, but be sure you have an initialized SAVE GAME disk. SEE YOUR DOS 3.3 MANUAL FOR INSTRUCTIONS ON INITIALIZING A DISK.
- 4) To resume play from that point, remove the SAVE GAME disk and reinsert **The Mask of the Sun** disk on the side indicated and press (return).

RESTORE GAME

This command allows you to pick up the game where you left off with the SAVE GAME command, above.

- 1) Boot the game diskette from Side A in Drive 1.
- 2) Type 'RESTORE GAME' (return) and wait for the prompt.
- 3) Remove the game disk and insert the SAVE GAME disk.
- 4) Type (return). You will be prompted when the saved game has loaded. If you see 'Error during Disk Action!', you are not using a valid SAVE GAME disk. Follow the prompts and try again.
- 5) Otherwise, Remove the SAVE GAME disk and reinsert the side of **The Mask of the Sun** disk indicated, and press (return).

Multiple Commands

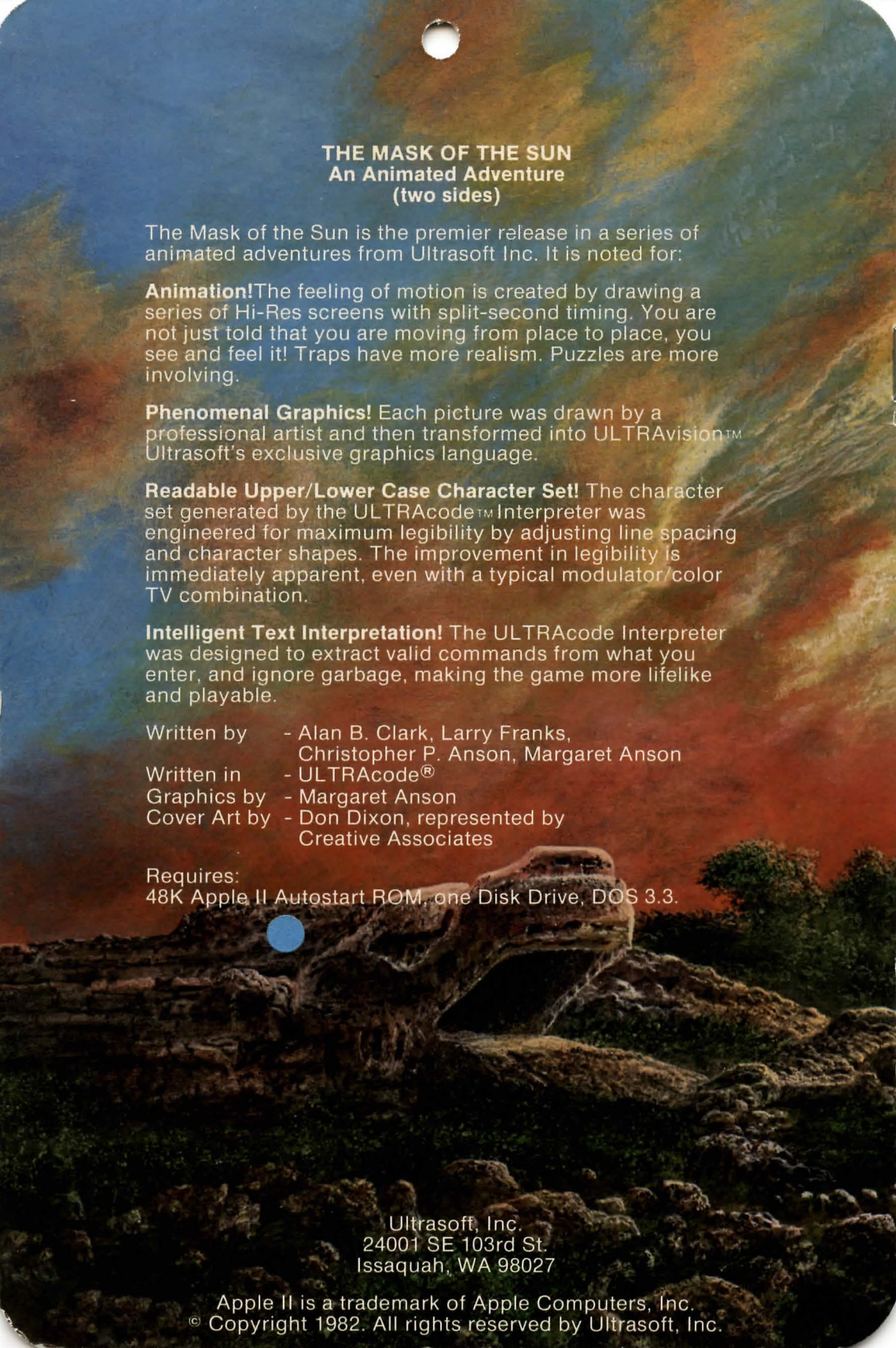
You may enter as many commands as will fit in the 37 character 'window,' provided that they are separated by a comma, period, or the words 'and' or 'then.' The commands will execute sequentially, sometimes very quickly, until a significant event or an error occurs at which point execution of the command string is terminated. For instance, if mid-way in a string of commands you are killed, the rest of the actions are no longer relevant. If you type 'KICK RUN AND GO NORTH THEN PICKUP THE HEAD' ULTRA will respond with an error message when it sees 'KICK RUN' and the remainder of the command is ignored. A string of valid commands such as: 'GET ALL, LIGHT MATCH THEN LIGHT LAMP' will execute perfectly.

WARRANTY

ULTRASOFT, INC. WARRANTS THE MEDIUM THAT THIS PRODUCT IS DISTRIBUTED ON AGAINST DEFECTS IN MATERIALS AND WORKMANSHIP TO THE ORIGINAL PURCHASES FOR A PERIOD OF 90 DAYS. THE PURCHASER'S SOLE RECOURSE IS THE REPLACEMENT OF THE PRODUCT AT NO CHARGE DURING THIS PERIOD. IF THE TIME PERIOD EXCEEDS 90 DAYS, OR IF IN THE JUDGEMENT OF ULTRASOFT, INC. THE DEFECT IS THE RESULT OF MISUSE OR ABUSE, THERE WILL BE A HANDLING CHARGE TO COVER THE COST OF MEDIA, DUPLICATION AND SHIPPING. THIS WARRANTY IS IN LIEU OF ANY OTHER WARRANTY, EITHER EXPRESS OR IMPLIED, AND DOES NOT IMPLY MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE.

Ultrasoft, Inc.
24001 SE 103rd St.
Issaquah, Wa. 98027

Apple II is a trademark of Apple Computer, Inc.
© Copyright 1982. All Rights Reserved by Ultrasoft, Inc.



THE MASK OF THE SUN
An Animated Adventure
(two sides)

The Mask of the Sun is the premier release in a series of animated adventures from Ultrasoft Inc. It is noted for:

Animation! The feeling of motion is created by drawing a series of Hi-Res screens with split-second timing. You are not just told that you are moving from place to place, you see and feel it! Traps have more realism. Puzzles are more involving.

Phenomenal Graphics! Each picture was drawn by a professional artist and then transformed into ULTRAvision™ Ultrasoft's exclusive graphics language.

Readable Upper/Lower Case Character Set! The character set generated by the ULTRAcodes™ Interpreter was engineered for maximum legibility by adjusting line spacing and character shapes. The improvement in legibility is immediately apparent, even with a typical modulator/color TV combination.

Intelligent Text Interpretation! The ULTRAcodes Interpreter was designed to extract valid commands from what you enter, and ignore garbage, making the game more lifelike and playable.

Written by - Alan B. Clark, Larry Franks,
Christopher P. Anson, Margaret Anson
Written in - ULTRAcodes®
Graphics by - Margaret Anson
Cover Art by - Don Dixon, represented by
Creative Associates

Requires:
48K Apple II Autostart ROM, one Disk Drive, DOS 3.3.

Ultrasoft, Inc.
24001 SE 103rd St.
Issaquah, WA 98027

Apple II is a trademark of Apple Computers, Inc.
© Copyright 1982. All rights reserved by Ultrasoft, Inc.